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INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE 30
APRIL 1995

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MEGA MAN X2

ULTRA 64

KILLER INSTINCT

Fighting tactics, special moves and what this game means for your SNES!

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FANTASY QUEST •P14
Massive look at Ys V and Energy Breaker!

LIVE FROM HELL CITY •P26
Get your kit off and dress to impress with the Otaku

ANIME WORLD •P20
Gainax anime fans hit the big time

IRRESPONSIBLE PICTURES •P84
Green Legend Ran, Wings of Honneamise and more!

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INDEPENDENT SUPER NINTENDO MAGAZINE

Super Play

April 1995 Issue 30

Editorial & Advertising Offices:
***Super Play*, Future Publishing Ltd,**
30 Monmouth Street, Bath BA1 2BW.
Tel: (01225) 442244 Fax: (01225) 446019

THIS IS US
Editor: Alison Harper
Art Editor: Ollie Alderton
News Editor: Zy Nicholson
Designer: Wil Overton

THEM AD FOLKS
Advertising Manager: Dominic Beaven
Senior Sales Executive: Jane Geddes
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Photography
Richard Robinson
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Lino & Scanning
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Cover Artwork
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Future PUBLISHING

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

Things have been happening in the Nintendo world this month. The first is that I'm new to the mag. (Hello!) The second is that James has done a bit of a disappearing trick. (But we're not letting him get away that easily – he'll still be writing loads for us and, of course, putting me on the right path.) The third is that Nintendo have just announced that they are putting all their efforts into backing the Super Nintendo this year. (Which can only mean good things for all you SNES addicts.)

Some of you may remember me from my days on *GamesMaster* magazine, before I stepped onto the Dark Side with a stint on *Sega Power*. But never mind that, I've seen the light and I'm here now – all set to bring you the best issues of *Super Play* yet.

And don't shed a tear over James' departure, cos you'll still be hearing a lot from him. Fortunately for you, he just can't make the break from SNES gaming, so he'll still be starring regularly within these pages.

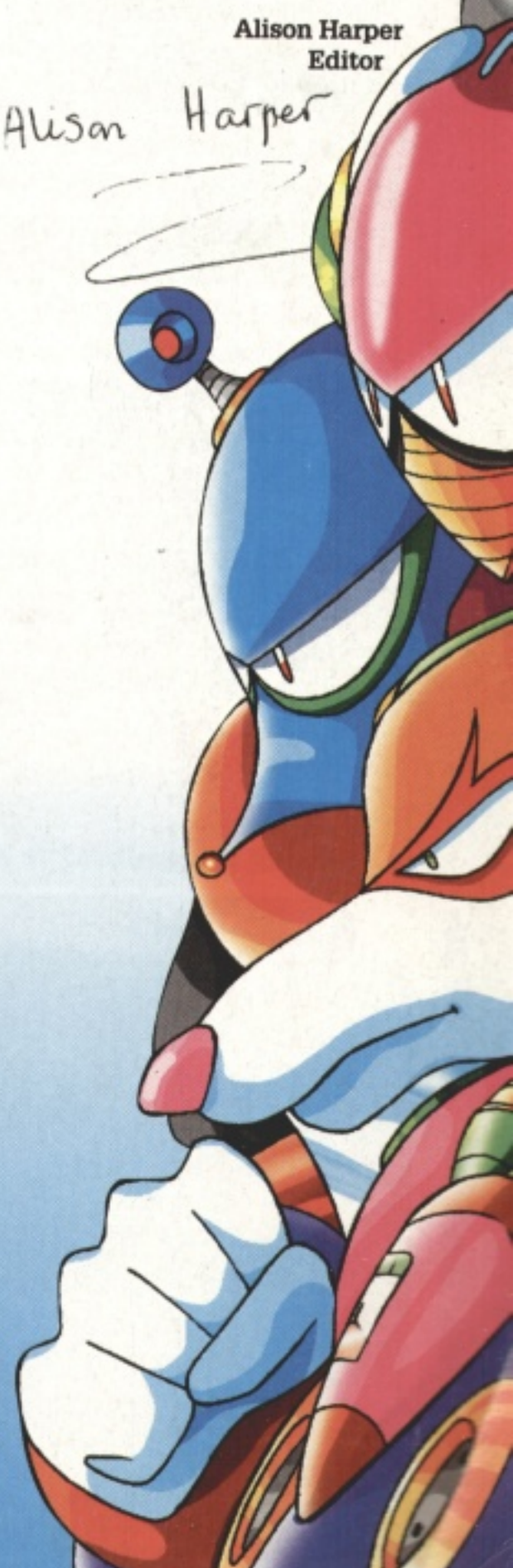
The latest news from Nintendo UK headquarters is that they are going to be focussing on the Super Nintendo this year – they're definitely not going to be neglecting it in favour of one of those Next Generation machines. Nintendo have 22 SNES games in the pipeline this year, so you can see that things are looking up.

Before I get to signing off, remember that if you've got any suggestions, or things you would like to see in future issues, feel free to drop me a line.

Speak to you next month.

Alison Harper
Editor

Alison Harper



INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY
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IRRESPONSIBLE PICTURES ...76

What do you do when there's nothing on the telly? Well, what you should be doing is checking out our guide to what's monstrous and manic in the world of Manga this month. This month we force ourselves to watch four vids, including the fabulous *Wings of Honneamise*.

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Get set for some happening hoop-slammin' action with the all-new *NBA Jam Tournament*. How much better could *NBA Jam* actually get?

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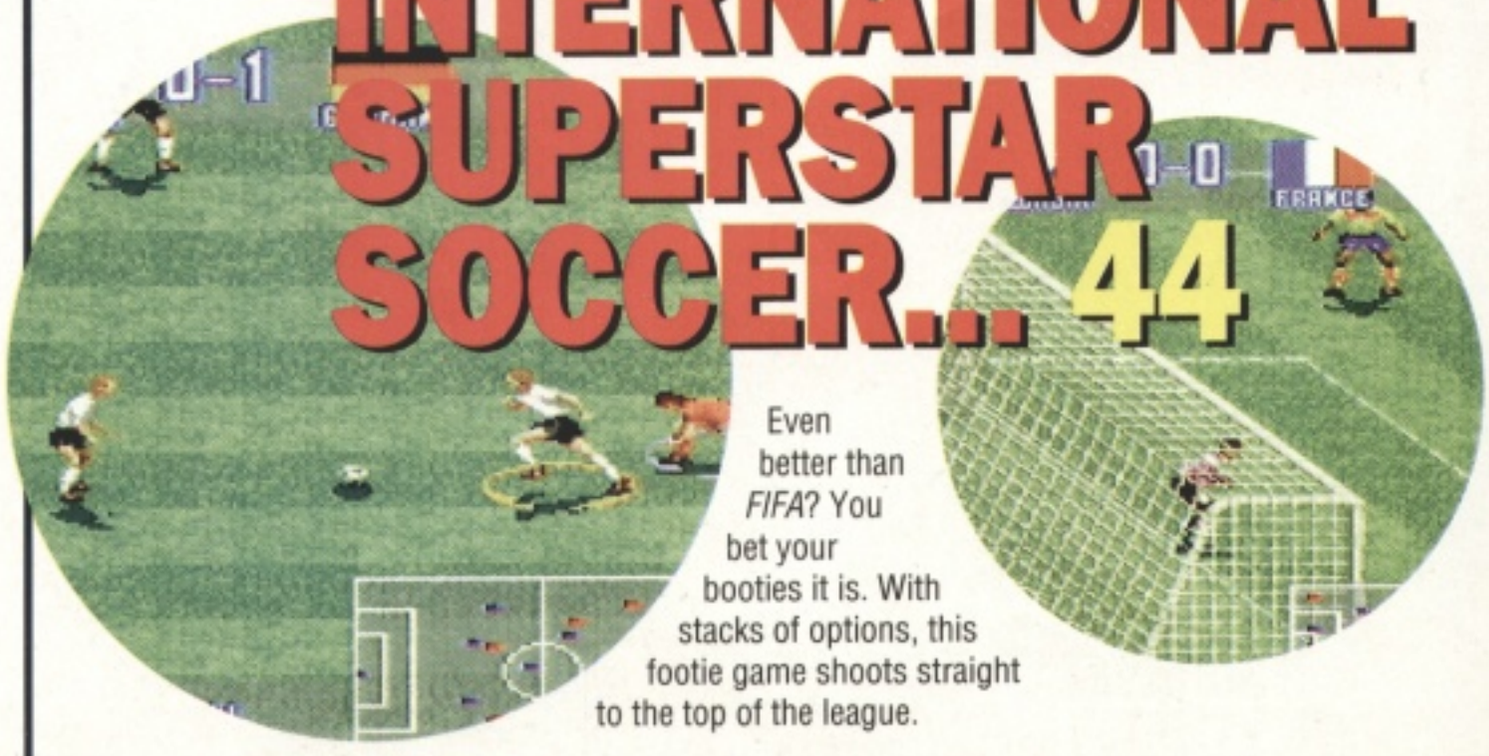

Even better than *FIFA*? You bet your booties it is. With stacks of options, this footie game shoots straight to the top of the league.

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It's the beat-'em-up everyone is talking about. Take a look at our feature and you'll understand why...

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MEGA MAN X2

Mega Man fever is about to strike. The games are piling up too. *Mega Man X2*. And *Mega Man 7*. Let us explain...

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Arnie is back. He gets everywhere, doesn't he? This time he's snuck his way onto a video game. Based on the film of the same name, of course.

GHOUL PATROL...42

Hey. If it isn't the spooky follow-up to the legendary *Zombies Ate My Neighbors*. It is, you know. And it's got ghouls in it. On patrol.

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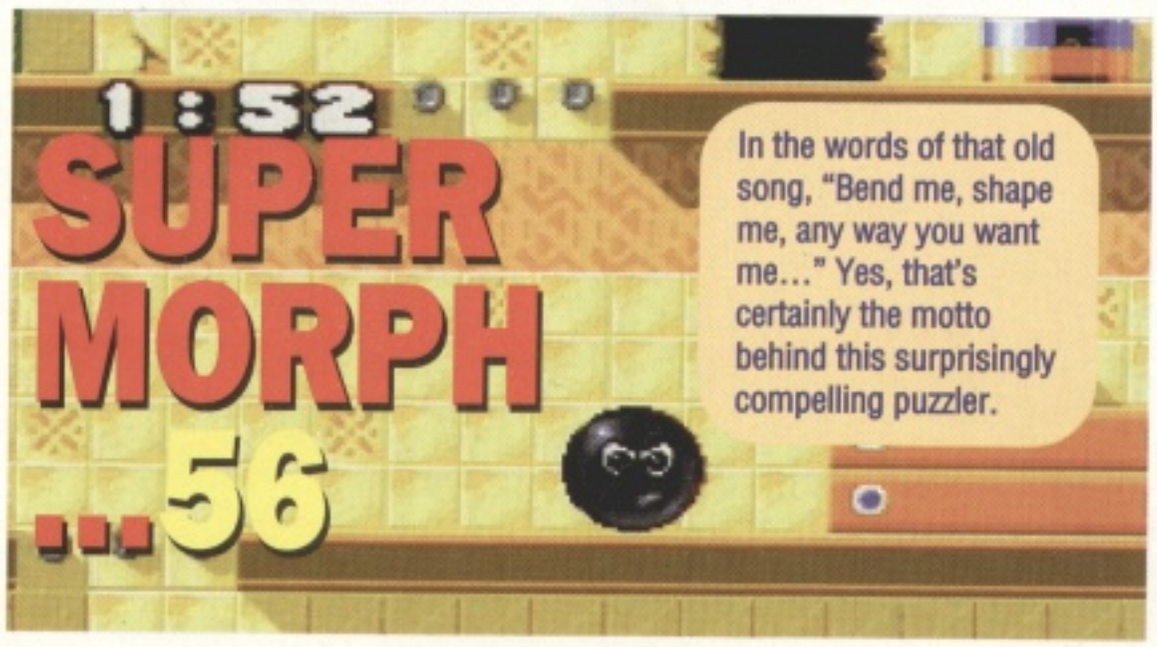


In the words of that old song, "Bend me, shape me, any way you want me..." Yes, that's certainly the motto behind this surprisingly compelling puzzler.

SUPER

NINTENDO GOES

New Nintendo channel will broadcast games

Believe it or not, this cunningly-shaped electronic device has the power to revolutionise the future of your SNES gaming. Just connect together...

Super Nintendo users in Japan will soon be able to download software from Nintendo's own satellite channel.

A new add-on called the 'Satellaview' allows the Super Famicom to receive and store broadcasts containing software code for games, tips and demos. Costing around ¥14,000 (£95), the peripheral sits underneath the Super Famicom and plugs into the expansion port (look at the base of your SNES and you'll see a small plastic panel). The cartridge slot is occupied by a device resembling a Super Game Boy, which contains a separate memory card so that downloaded software can be removed and stored for future use.

Nintendo acquired the satellite channel, called St Giga, in 1994. As part of their commitment to the owners of 16-bit consoles, they hope the new service will gain the support of other games companies who can use the channel for promoting their own games. A small

TECHY BITS

The Satellaview is composed of three distinct parts. Here's an outline of what you can expect...

- Base Unit. This interprets the data received from the satellite tuner and parabolic dish (many homes in Japan already have a satellite set-up).
- BS-X cartridge. Resembling a Super Game Boy, it plugs into the game slot like any normal cartridge. Inside, it has 8 megabits of ROM holding the operating system and interface software, plus an extra 4 megabits of RAM (the system requires more scratch memory than the SNES can provide).
- Memory pack: looking vaguely like a GB cart, this slips inside the BS-X and stores downloaded data.

It contains a clever little innovation called 'Flash ROM', which holds game code indefinitely without requiring a battery back-up or other power source. Unlike normal cart ROM, however, it can be wiped and overwritten by a special method.

SUPER FAMICOM BROADCASTING

Video games will form only a small part of the satellite channel's output. In fact, Nintendo have already stated that the majority of their scheduling will be aimed at a mature audience. St. Giga will play pretty much like a normal TV channel, but from 4-7 in the

SUPER PLAY PROFILES

Alison Harper

I wanted to go to the zoo because:
I wanted meet some SEALS.
Unfortunately...
Charlie Sheen was nowhere to be seen.
I'd been had.
But I did...
Like the ones I found here.

Ollie Alderton

I wanted to go to the zoo because:
There's a monkey with hair like mine.
Unfortunately...
He wasn't impressed by my follicular attempts at grandness and looked sad.
But I did...
Like those nippy lizard creatures.

Zy Nicholson

I wanted to go to the zoo because:
I had to conquer my zoophobia.
Unfortunately...
Most of the animals there suffered from Zynophobia.
But I did...
See eye to eye with this giraffe.

EXPRESS

IDO NEWS NETWORK SUPER NINTENDO NETWORK SUPER NINTENDO

ORBITAL...

... and a whole new world of games, demos and tips is yours. If you live in Japan, that is.

subscription fee to Giga is necessary, but this charge will cover the entire service. Financially, Nintendo hope to attract enough advertising and business sponsorship to make the service as self-sufficient as any other independent commercial TV channel: in this way they can provide the downloaded software for free.

evenings it will be dedicated to broadcasting SFC code.

The signal will be unencrypted, so there'll be no extra charge for channel cards or decoders. Although nothing has been confirmed, here's our Radio Times interpretation of the material likely to be on offer in Giga's schedule.

- Advertising – you can't get away from it, you know. But if Nintendo are able to count on advertising revenue and sponsorship to fund the service, the games themselves come free.
- CD charts – music news.
- Quiz shows – the Japanese do like their game shows.
- Focus & Friday – two Japanese scandal/gossip magazines.
- News – city information and regional news.
- Interviews – pop idols and celebrity chat.
- Games – for promotional purposes, single level 'try it out' demos of Super Nintendo games should prove popular with publishers and players alike.

THE OTHER PLAYERS

Supporting Nintendo in this venture is Square of Japan, the company behind *Secret of Mana*. Mr Suzuki, vice-president of Square, confirmed that they would be offering gamers information about *Chrono Trigger* over the channel and had already considered new software available exclusively to Satellaview users. He said: 'We've thought over our plan, but haven't decided anything in detail. We think software which is like following a story has got a lot of potential.' Playing tips and even demos of forthcoming games will be accessible through the service.

Other companies who expressed an interest included Konami, Taito, Data East and Atlus. However, the general consensus was that Satellaview would have to prove itself first – by selling well, in sufficient numbers – before game designers committed themselves to producing software for the system. 'We simply won't be able to make a good profit unless a lot of people get the accessory machine'.

Nintendo have stated they expect to sell 2 million Satellaview units in the first year, and Giga should have commenced broadcast by the end of this month. Bearing in mind that the majority of Japanese homes already possess the necessary tuner and parabolic dish for receiving satellite broadcasts, it's not an impossibility.

Wil Overton

I wanted to go to the zoo because:
I like penguins.
Unfortunately...
I'm rather more fond of the chocolate kind I get in my packed lunch.
But I did...
Learn some new dance moves.

Debs Cook

I wanted to go to the zoo because:
I wanted to talk to the animals.
Unfortunately...
Passers-by thought that I was a bit odd and hurried past.
But I did...
Enjoy my cup of tea in the 'cafeteria'.

James Leach

I wanted to go to the zoo because:
I wanted to practice chatting up birds.
Unfortunately...
They decided to use my head for target practice.
But I did...
Wash my hair when I got home.

KONAMI TAKE IT EASY

As Konami chill out a bit, after a hectic few months, we reveal what they're going to be up to...

In a surprising announcement, Konami UK has revealed that it will be winding down its 16-bit output over 1995. Although it still has games to release throughout the coming year, economic pressures and disappointing sales have forced the company to take a more relaxed view of the Super Nintendo market.

But it's actually a wise move from a company which, in recent months, has demonstrated a busier 16-bit release schedule than Nintendo UK itself. With a list of games that included *Sparkster*, *Animaniacs*, *Batman and Robin*, *Biker Mice from Mars* and *Ultimate Parodius*, many would accept that Konami could do with taking it a bit easier.

Over the course of 1995, five more PAL cartridges will be released by the London-based branch of the Japanese game giant. It's still a minor disappointment from the people who just this month released one of the finest footie sims on the SNES – none other than *International Superstar Soccer*, a conversion of the J-League game *Perfect Eleven* – but it should help them to concentrate on promotions and competitions for long-awaited titles like *Dracula X*.

It's essential to bear in mind that the company's UK operations do not reflect on its international standing.

Konami of Japan is still supporting the Super Famicom and has recently expressed its enthusiasm for Nintendo's new Super Nintendo satellite channel (see lead story p.6-7).

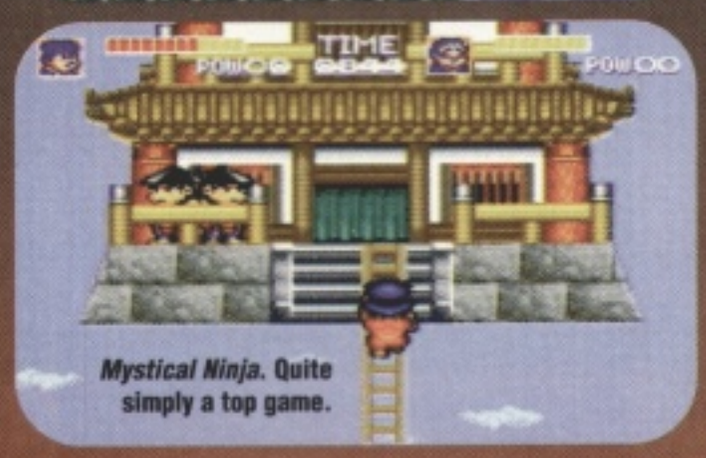
A dinky Konami mascot all the way from a Japanese baseball game. We think he's pretty cool.

KONAMI CLASSICS

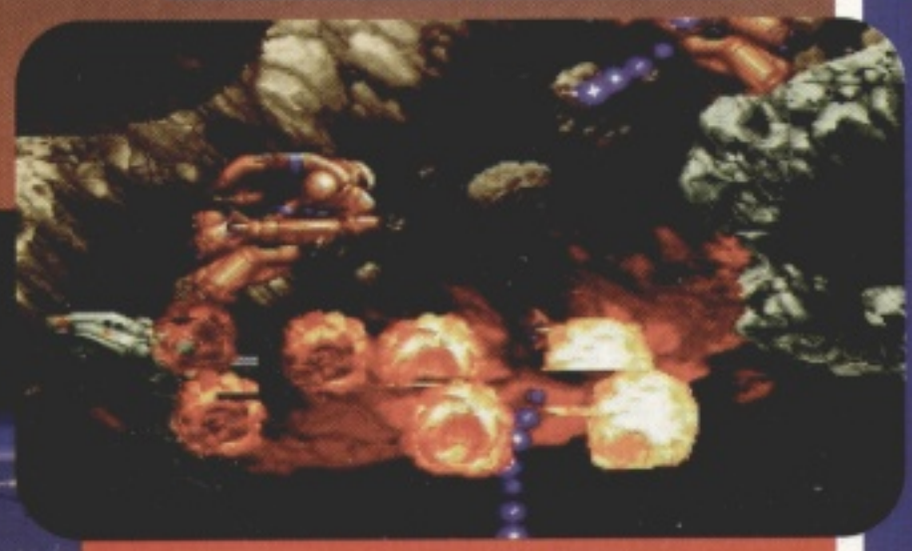
In many ways, Konami will continue to benefit from a back catalogue of first-class games that have so far been ignored by the majority of British SNES owners. In 1993 Konami released *Legend of the Mystical Ninja* in the UK: this US version of *Ganbare Goemon*, loosely based on the adventures of a young thief of Japanese folk legend, blended a roleplaying/narrative format with platform action and a record number of bonus games, and has yet to be bettered for diversity of playing styles. Thoroughly weird and just as thoroughly recommended.

Konami was also responsible for picking up *Assault Suit Valken*, perhaps the finest game ever written by Japanese developers Masiya. Retitled *Cybernator* in the West, this frenetic shoot-'em-up is a paean to that near-future military icon, the mobile suit.

Mystical Ninja. A simple tale about a Japanese folk hero.



Mystical Ninja. Quite simply a top game.



Left and above: *Assault Suit Valken*. In picking up this particular game, Konami prove that they can spot a great game a mile off. Quite a few thousand miles off, actually, cos these started life in Japan.

PLAY CDS ON THE SNES

Japanese strategy game stalwart Koei has developed a new accessory for the SNES which will enable music CDs to be played and programmed by the Super Nintendo.

This young lady stars in *EMIT*, the latest way to coax youngsters into learning English.

Called the Voicer-Kun, it's an infra-red remote control unit which plugs into the joypad terminals on your SNES. The theory is that you drop the game music CD in your stereo, point the remote control at the stereo's sensor and let the SNES queue up the tracks or pause them.

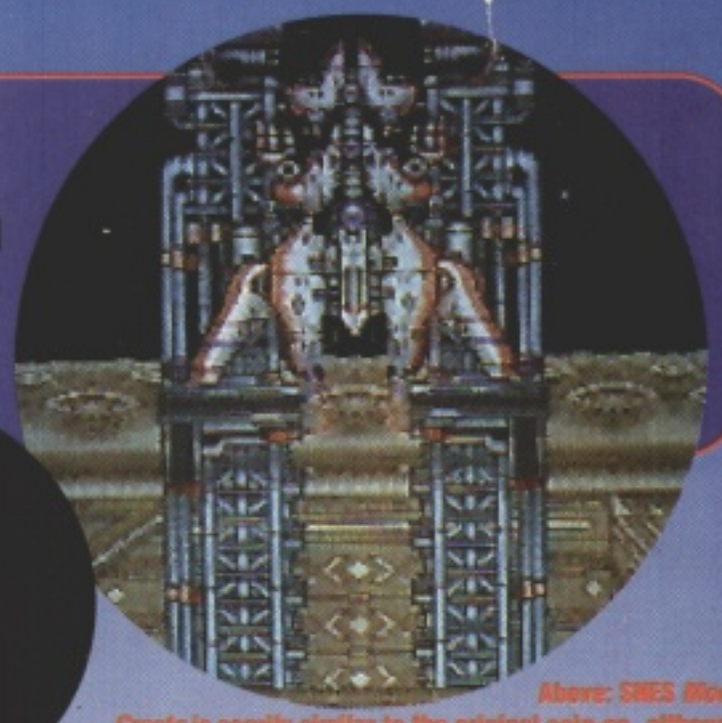
The first piece of software for the accessory is an educational game called EMIT, which aims to help Japanese players with their English language lessons. It's essentially an adventure game where you're given multiple choice options that affect the outcome of a story. Whilst your TV shows scenes from the story with accompanying text, the remote control chooses the appropriate music. Naturally, the EMIT CD also contains plenty of speech to help the gamer pick up the correct pronunciation of spoken English. Conversation is played in every suitable situation.

Another young lady, who just can't wait to, er, give you English lessons.

We're still not sure if the remote signal produced by Voicer-Kun is compatible with all types of CD player, or if it is likely to appear in the West, but it's clearly a device with the potential to establish a new field of software. Unfortunately, Koei has so far seen fit to price it at ¥14,800 – about £100. Ouch.

Here's a *Super Play* challenge: can you think of a good way to use the Voicer-Kun within a SNES game? Send your answers to the Gamefreak's Daydreaming column.

FIRE ON ALL RETROS



Above: SNES *Moon Cresta* is scarily similar to the original coin-op, although the developers haven't been able to resist jazzing up the package with some token '90s graphics. Tch.

'Take a trip to the space war! You can have a lot of fun and thrill!' So ran the intro line from one of gaming's true classics...

An often overlooked strength of the Super Nintendo is its breadth of software. In among examples of some of the best original games ever, the weird and wonderful will always be found, delivered for the most part by Japanese developers who enjoy virtually boundless limitations to their approach.

Nichibutsu Arcade Classic is such a product. Following Taito's official *Space Invaders* conversion (*SP*21 40%), it's an almost pixel-for-pixel conversion of three coin-ops which originally lined the greasy walls of British backstreet cafes circa 1980.

The trio comprises *Moon Cresta*, *Crazy Climber* and *Frisky Tom*; a logical mix of styles, the games being a shoot-'em-up, platformer and arcade puzzler respectively.

The most significant part of the compilation is undoubtedly *Moon Cresta*, a game whose significance in shaping the relatively infantile shoot-'em-up genre cannot be ignored. It was the Next Big Thing after Taito's *Space Invaders* and Namco's *Galaxians*, and conversions have appeared over the years on machines from the Apple IIe (albeit an unofficial version) to the ZX Spectrum (making it one of the first officially-licensed coin-op conversions to appear on home computers of the day, in fact).

Docking was one of *Moon Cresta*'s trickier moments.

Fully stacked, and ready to kick alien behinds. Truly, an exciting game.

Virtual Reality wasn't around 15 years ago. And nor were Take That. Sigh...

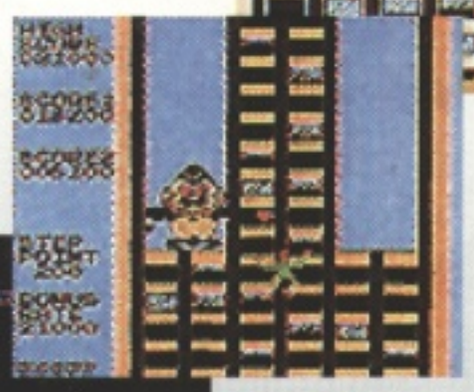
Although its attack waves were unremarkable, the player's craft was unique. As you progressed through the game it was possible to dock with additional components to upgrade your firepower. It was essentially the first appearance of a power-up concept in a shoot-'em-up and the game is remembered fondly for it.

Crazy Climber was one of the first coin-ops to feature large, recognisable character sprites and, along with Nintendo's *Donkey Kong*, it helped to pull the arcade industry out from the hackneyed space shoot-out lull that it had slipped into. The scaling of skyscrapers formed the crux of its gameplay; with the player climbing between windows and often having to avoid the excitable occupants therein. Meanwhile angry birds, flower pots and other projectiles made life difficult as you made your way to the building's roof and safety. Although it wasn't nearly as big as *Moon Cresta*, it paved the way for many similarly diverse coin-ops in the years that followed.

We pooled our collective knowledge in an effort to recall *Frisky Tom* and came up with... well, not a great deal, actually. It seems likely that if the coin-op ever actually reached these shores, it was in small numbers – even ritualistic arcade hall loiterers such as us missed out on it. From the limited information to hand, it appears to be an arcade puzzle game vaguely similar in concept to the ageing Amiga title *Pipemania*. What we know for sure is that it features a bikini-clad young lady splashing around in a bath rather prominently and, er, that's got to be a good thing. If you're that way inclined.

Of course, coin-op compilations have been popular for years. Does anyone remember Firebird's Arcade Classics on the C64?

In 1981, helicopters only had one rotor blade. This is not true.



Climb little man, in your inimitable crazy kind of way.

The package is set for a Japanese release in May, and success in its home territory is almost guaranteed, bearing in mind that *Space Invaders* shot into the top ten sellers and remained there for some time.

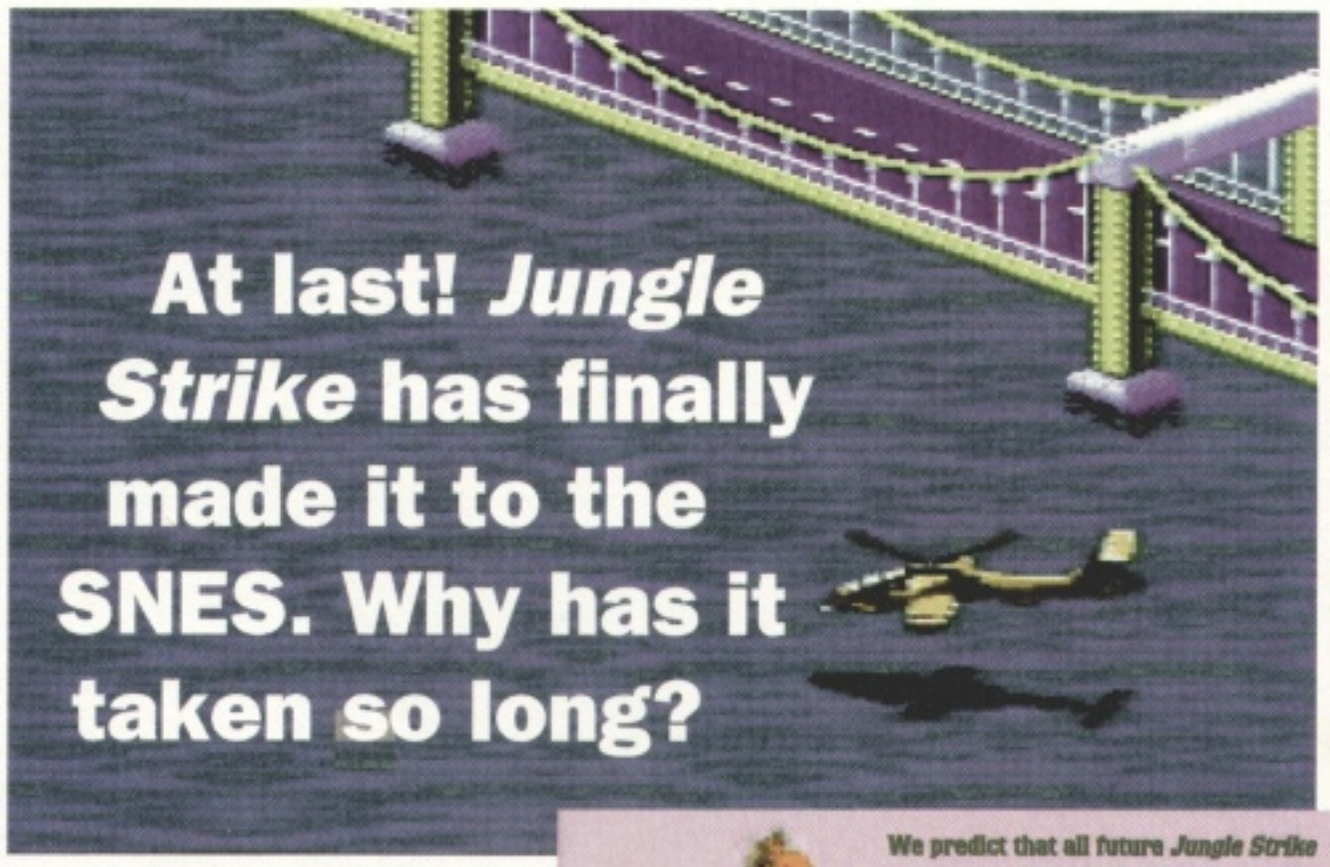
It remains to be seen whether Nintendo repeat their *Space Invaders* episode and perhaps acquire just *Moon Cresta* for release over here. We'd welcome such a move – *Moon Cresta* is, in its own right, as much a 'classic' as *Space Invaders* – but it seems unlikely, frankly.

Frisky Tom – a bona fide slice of classic 1980's graphics and gameplay? Or a steaming pile of outdated nob? You decide.

The lathery lady in question. The idea of the game is presumably to fill her tub with water. Although we wouldn't swear to it.

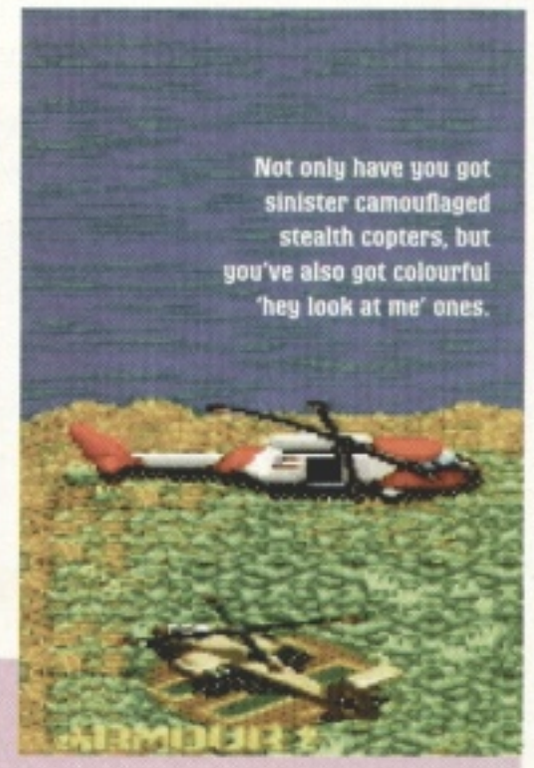
JUNGLE STRIKE

Gremlin • 16Mbits



At last! *Jungle Strike* has finally made it to the SNES. Why has it taken so long?

Look at that bridge. There's nothing like a sense of perspective is there. Sorry, that's the art critic in me coming out.



Not only have you got sinister camouflaged stealth copters, but you've also got colourful 'hey look at me' ones.

We predict that all future *Jungle Strike* reviews will use this pic as a cut-out.

Prick up your ears! It's time to sit on your helmet and listen to the power of Wagner's Ring (*hang on, did Fat Frank O' Connor just walk in?* – Ed) as we ride with those Valkyries into a hot LZ. Yes, the gentle hum of distant choppers rising up first thing in the morning drifts across the surf as another EA copter game invades the SNES – Jungle Strike.

Building on the success of *Desert Strike*, this sequel relies on the same winning formula of tight strategy action and overkill shoot-'em-up, but adds to the original with its choice of vehicles, missions and locations. We've already had great fun testing out the pre-production version of the game and we look forward to reviewing it in the next issue of *Super Play*.

Cynics might ponder on just why it's taken so long for the game to reach the Super Nintendo, when it first appeared on the Mega Drive almost two years ago. The answer is simple: this is rather more than a straight port-over conversion. The graphics have been improved, the colours have been upgraded to take advantage of the superior SNES palette and the code has been reworked to utilise the machine's potential to the fullest. In essence, a complete rewrite.

In plot terms, alas, it's as politically naive as its predecessor. Whilst *Desert Strike* had you blowing up Iraqis (and friendly troops, if the mood took you) in the Gulf War, *Jungle Strike* establishes that General Kilbaba from the first game has a Columbian drugs baron for a nephew. Junior shares his uncle's passion for building armies, destroying the lives of decent First-World citizens, and probably a spot of golf too. Taking the President Bush initiative of the time, you declare your own War on Drugs in a rather tooled-up, overzealous, trigger-happy fashion.

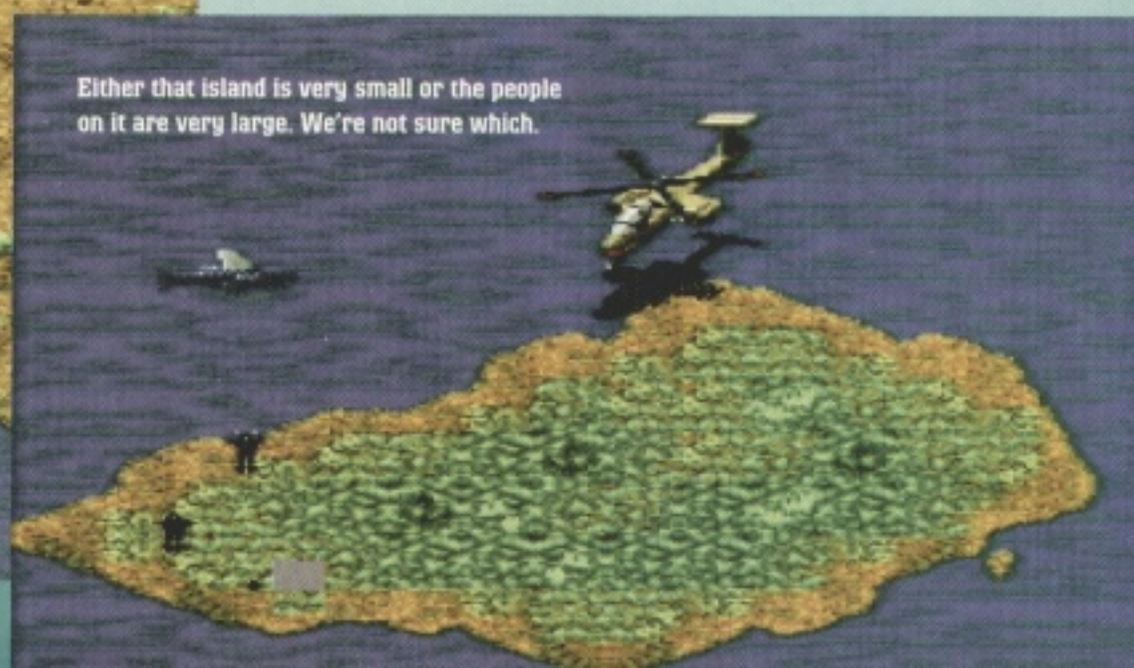
The game opens with your lone Comanche defending Washington DC from terrorist aggressors in armoured caravans. After that you're assigned to a variety of missions, ranging from rescuing Navy SEALs to strafing camouflaged bases in the heart of the South American jungle.

As ever, the key to the game lies in working out the most economic way to dispense your heavy load of fuel, bullets and high explosive armour-piercing warheads. Refuels and refills are limited on each level, so you can't just zip about blasting anyone with a suspicious face. Have you any idea how much those IR-guided missiles cost the US taxpayer each year?

There's even a selection of vehicles besides your basic helicopter gunship. One such mode of transport is an armoured hovercraft, which helps you get underneath a troublesome bridge whilst avoiding the attention of belligerent warships. Another is the motorbike, which allows you to collide with cars and have your arm set in plaster (*Oi!* – James Leach, Bath Royal Infirmary). Finally there's the F-117A stealth fighter (ooh!).

Jungle Strike. It's the sort of game that Chuck Norris would like, and the man knows a good military skirmish when he sees one.

Uh-oh. I sense that something not entirely environmentally friendly is about to occur in this nice clean stretch of water.



Either that island is very small or the people on it are very large. We're not sure which.

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SUPER TURRICAN 2

Ocean • 16 Mbit

The land of sequeldom rears its ugly head again. Except this time it's not what you'd call ugly at all. In fact, the word 'original' springs to mind...

Procreation. No, don't snigger at the back. There's a tendency for successful games to spawn conversions on other formats, then to beget a sequel, which itself gives birth to another generation of conversions... In short, more begetting than the Book of Genesis and just as confusing to find out whose genes have gone where. The situation is demonstrated perfectly by *Super Turrican*: on the Super Nintendo it was really a 'mix' of the first two *Turrican* games on the Amiga. So where does that leave *Super Turrican 2* on SNES?

The totally smart news is that *ST2* is a new game which, whilst borrowing heavily from previous games, possesses many original parts dedicated to stretching your SNES.

And once a month, we all go to see our publisher (below).

It was when I saw the lasers on the Channel Tunnel line leaving Britain that I saw we were not welcome.

You could spend time lining up that perfect shot, or you could go for the popular smart bomb option.

His career peeked at the Royal Albert Hall, when he appeared with Big Bird. The jet packs were a new direction for Pan's People, too.

Super Turrican 2 follows the adventures of our battle-suited pal through space on a mission to destroy a pirate ship up to No Good, in classic platform style. Drawing heavily from the original game, *ST2* sees Turrican with his gun, smart bombs, freeze beam and rolling blade up against all manner of robotic evil, from stunted walking midget droids to armour plated pirates.

For the most part, the game sticks to this familiar theme and style, and Turrican can still power up his gun by collecting tokens giving him bouncing bombs, homing missiles, 3-ways, a laser beam and a meaty flame-thrower.

Further features such as a grappling arm (strains of *Bionic Commando* here) and a variety of vehicles from near-indestructible buggies to a submersible give the game that extra depth, adding further skills to master in your quest to make the galaxy a safer place to live. These all help to give the game more twist and variety, making for acrobatic boss fights, underwater exploration and even the occasional bit of problem solving.

You can see for yourself that the graphics are as attractive as ever, and you can take it from us that with a good theme tune and a wide variety of sound effects and samples, Ocean have spent time getting *Super Turrican 2* to look, sound and feel just right. We're looking forward to it – you should be too.

Oh hell – I think I left the bathroom tap running.

SORRY, WHICH GAME WAS THIS?

Though *Super Turrican 2* is really a platform game, you'll come up against a number of bosses in a variety of strange settings, neatly linked with some very pretty pre-rendered attract scenes. You'll battle against the gaping jaws of a distinctly *Dune*-esque sandworm, grapple your way frantically around a giant spider's web avoiding babies and one big mother, or find yourself steaming down tunnels hotly pursued by yet more villainous pirates, in more of a mode 7 race style without a platform in sight.

ST2 also has an overhead shoot'-em-up level not unlike *Axelay*, flying over a planet of mode 7 scrolling fire avoiding – and destroying – an enormous flying fortress that's rising out of the inferno while being filled with large, burning, laser holes (if you're as pad-wibblingly hopeless at it as James, that is).

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FANTA

Action RPGs have been out of vogue for many months in the home of the Super Nintendo, but the tide has turned.

Ys V

Nihon Falcom ● 16 meg

The appearance of a new Nihon Falcom title is always something of an event in Japan, especially amongst the older hardcore fans. Its release has been scheduled to coincide with that of Square's *Chrono Trigger* and Enix's *Dragon Quest VI*, so dedicated RPG-crackers can look forward to getting no sleep that month.

Left: Adol makes new friends. Despite its simple storyline, the game features huge tracts of Japanese text. Western players should wait for a translation.

Ys V (*Ys* is pronounced 'Ease', as in E'zer Goode) is the latest in a saga of fantasy roleplaying adventures centred around a character called Adol.

A redheaded adventurer of 20 years of age, Adol is always looking for an expedition to lead, a strange realm to explore, a victim to rescue or a kingdom to save. This fifth excursion is set in the continent of Afukora, and our story begins in the seaport of Sandoria. Rumours spread from tavern to tavern that the town is doomed, and the player soon realises that something is badly amiss. Food stocks are running low, cropfields turn barren and sterile, and fishermen discover the sea is devoid of life.

Arriving in town, Adol learns that a wealthy merchant named Doomon is recruiting a party of adventurers to discover why the Namulu river is drying up. Playing Adol, your first quest is to look for the mythical town of Keffin, home to the wisest people in the world, and consult the Magi for help with Sandoria's problems.

It's a harder task than it sounds, because the buildings of Keffin are covered by a fine gold. In order to avoid the unwanted attention of greedy brigands and violent bandits, the inhabitants have made their homes invisible. The only clue you have is that Keffin is located in the middle of a desert.

The graphics of *Ys V* are simply superb. The

Adol reclines on his sword.

The warrior brothers Deios and Noties (left) join Adol's party. Those steel kneepads prevent carpet chaffing.

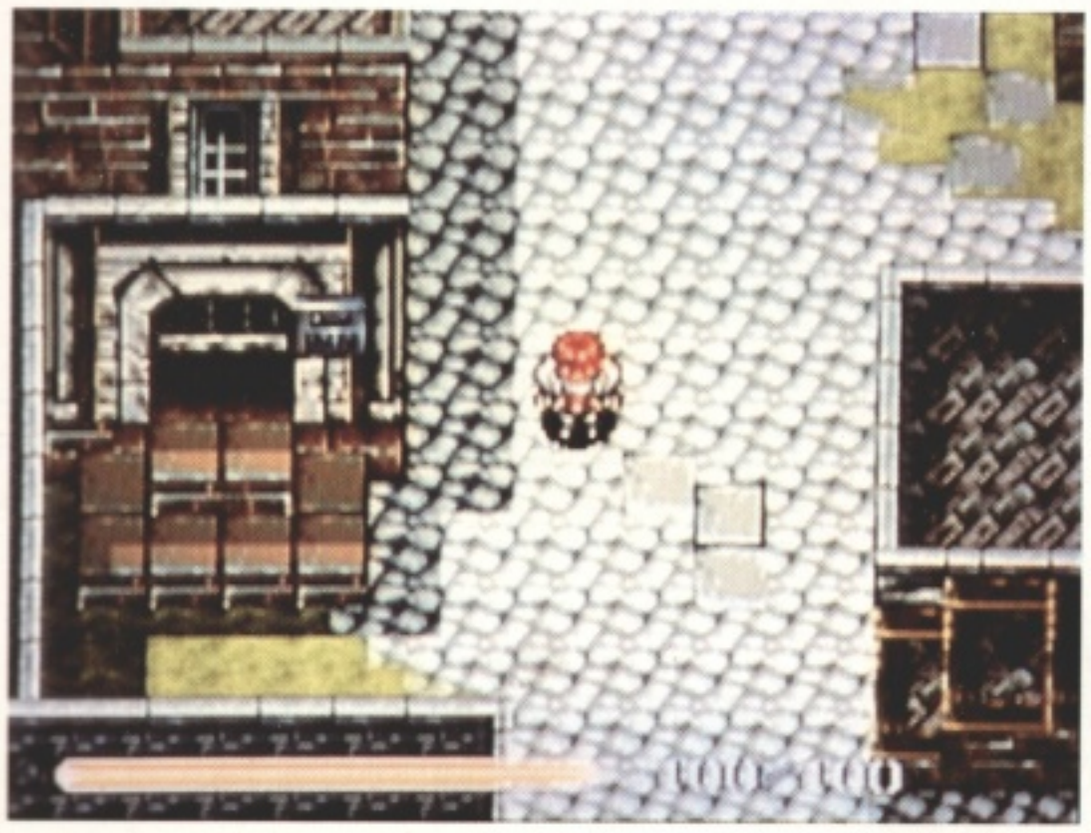
Simple icons and a bar for Adol's hit points make *Ys* easier for beginners.

Nihon Falcom

Though the name means little in the West, Nihon Falcom sprang to fame in their home country with well-known titles on the FM Towns and the PC 9801, the most popular computer format in Japan. They followed it up by converting their most successful games to other consoles, starting with the PC Engine and progressing to Mega Drive and Super Nintendo. The company is responsible for *Xanadu I & II*, *Legend of Heroes I & II*, *Popful Mail*, *Brandish*, and the famous *Ys* saga.

ASY QUEST

by Nic di Costanzo and Zy Nicholson



designers have succeeded in their experiments with lighting and shadows to give depth and relief to the exterior locations. Building interiors carry a greater level of detail, including some delicate touches.

The game interface has also been improved, and now works on an icon system. It's easy to use and manipulate the items which Adol and his friends are carrying, or to cast magic spells at monsters. In the realtime fights Adol can hack with his sword, parry with his shield or jump in the air to avoid an attack. You'll also find a thoughtful collection of weapon power-ups, such as the ice sword which freezes enemies and slows their movements. *Ys V* is sufficiently long to warrant three save positions on the battery back-up, plus a temporary 'quick-save' to help beginners through the trickiest bits.

Though it may be slow in coming, a Western translation of *Ys V* isn't impossible. The problem is, how long will we have to wait?

Did you know music from *Ys*, played by symphony orchestra, is available on CD?

Ye traditional RPG weapon shoppe. But why is it you're never allowed to buy the stuff you can see hanging on the walls?

_Ys V_ marks a welcome return to the SNES for Nihon Falcom...

The Predecessor

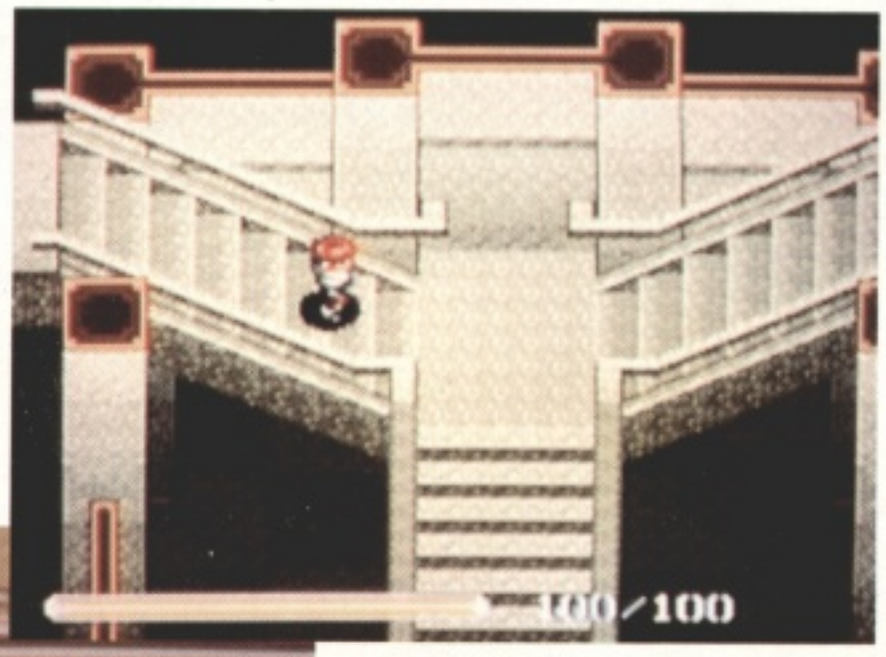
One of the first Jap RPGs to be converted for an American audience, the third *Ys* game (entitled *Ys III – Wanderers from Ys*, you'll be surprised to hear) was a mixture of character interaction and side-on scrolling slash-'em-up. And a bit smelly at that, to be perfectly honest, with poor graphics and repetitive gameplay. Although it boasted some decent anime attract screens, the game itself required lots of walking back and forth and contained several embarrassing game loops that suggested a lack of playtesting.

It's been four years since *Ys III* appeared on the SNES, however, and the designers have learnt much since then.

We're content to hold judgement until *Ys V* proves itself.

The constant side-on view of _Ys III_ made for an odd playing experience.

In a cave near Sandoria, Adol comes across an ice statue of a young girl. It thaws into Effey (right), who was the victim of an ice magic years before.



... because _Ys IV_ only appeared on the PC Engine, strangely.

The lights are on, but nobody's home! Subtle lighting and shadow effects give extra depth to the 2D environment.

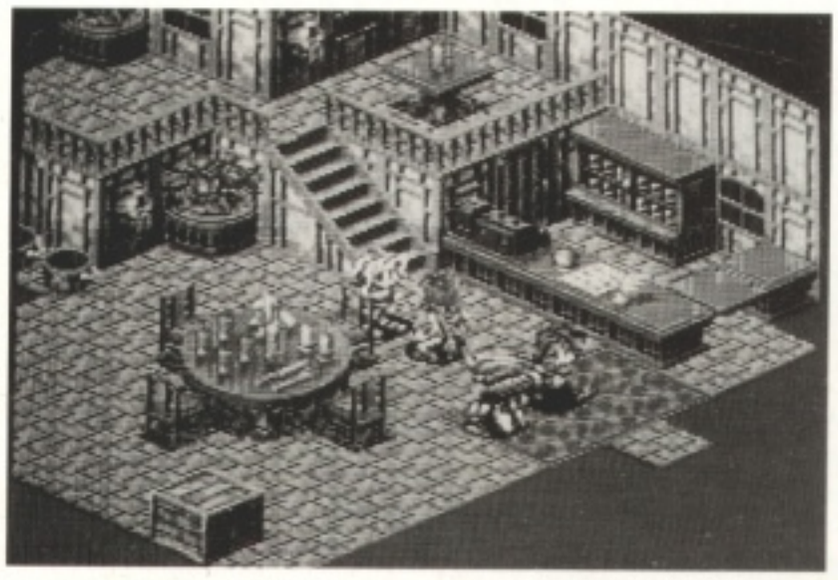
ENERGY BREAKER
Taito ● 16 meg

Like many fantasy games, there's a strong theological backdrop to the central storyline. In the universe of *Energy Breaker*, the world and its inhabitants were created by two gods. Humanity evolved and a highly advanced civilisation developed, but the populus eventually destroyed itself. The gods recreated the world and humans appeared once again, but when civilisation reached another powerfully self-destructive stage the gods quarrelled. One deity wished to purify the world of dangerous elements so that mankind might live on. The other disagreed with divine intervention, advocating instead the spiritual contemplation of all creation without interference. But the first god, being stronger, won out and initiated a process of human purification. This is where the game commences.

You must select your main character from a choice of five. There's Maira, a professional gambler; Leon, a monster charmer; Drocy, the child of a clown; Lunaludo, the scientist; and Star, an actor. Character interaction uses the suspiciously Japlish 'Lively Talk System'. Depending on the attitude of your character – normal, threatening, investigative, generous – your conversations with other people can take many directions, and thus affect the way the plot unfolds.

From here onwards, the game is based on energy control. By mastering the four elements of earth, air, fire and water, you'll gain the power to change the minds of the 'dangerous elements' in the name of your God.

Graphically, *Energy Breaker*'s isometric 3D perspective is rich in detail and demonstrates the sort of thoughtful design that's practically unique to Japanese games. In particular, the 'Active Visual Battle' is a cue for some tremendous magic effects. We've already heard that Taito have picked up the rights to a US translation, so expect to see more of this game in '95.



'I want to sit down, but the chairs don't move.' *Energy Breaker* boasts the RPG equivalent of a Holiday Inn.

The American scene elsewhere in the west

Having taken a crafty peek into the ledgers of Nintendo of America, Fantasy Quest can offer the following round-up of role-playing and strategy games announced for US release over the next six months.

This isn't a definitive list, since many more titles are expected. (Square's *Front Mission* and Capcom's *Breath of Fire II* are notable omissions, but that doesn't rule them out completely: they simply haven't been confirmed as yet.)

Aquatallion	Tecmo	role-playing
Big Sky Trooper	JVC	role-playing
Brandish	Koei	role-playing
Brimstone	Taito	role-playing
Chrono Trigger	Square	role-playing
Civilization	Microprose	strategy
Dragon View	Kemco	role-playing
Earthbound	Nintendo	role-playing
Energy Breaker	Taito	role-playing
First Queen	Culture Brain	role-playing
Genghis Khan II	Koei	wargame
If	Atlus	role-playing
Lufia II	Taito	role-playing
Might & Magic III	FCI	role-playing
Obitus	Bullet-proof	role-playing
Ogre Battle	Enix	RPG/wargame
Romance of the Three Kingdoms IV	Koei	wargame
Secret of Evermore	Square	role-playing
Secret of Mana II	Square	role-playing
Seventh Saga II	Enix	role-playing
Sim City 2000	Imagineer	strategy/sim
Ultima: Savage Empire	FCI	role-playing

The US market is a useful indicator of European prospects: high profile games such as *The Secret of Mana* and Shadowrun are far more likely to make it onto UK PAL cartridges if they have a proven sales record elsewhere in the West.

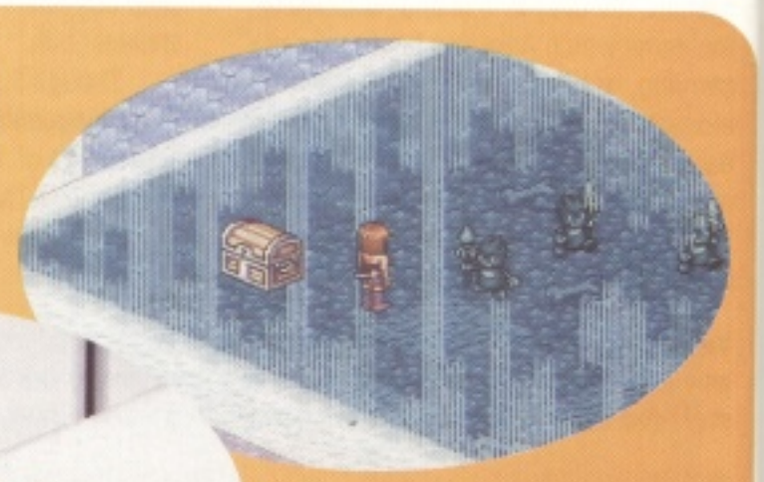
Lady Stalker
Taito● 16 meg

The Lady of the title is actually the name of the main character in Taito's latest RPG, developed by Japanese coders Climax. Lady is a headstrong young woman whose skill with the whip makes her a formidable opponent in battle. But this is lost on her over-protective and overbearing father, who keeps her locked up in his castle. Expecting the worst, he even assigns two guards to watch over her. One is Yoshio, an old man with a sinister expression and a neat line in ice & fire magic; the other is Kochs, a bodyguard and part-time chef.

Lady is bored with her existence and one day decides upon a plan of escape. Her two guards try to intercept her but in the confusion they accidentally set fire to the castle with one of Yoshio's fireballs. Failing to perform their duty and fearing the wrath of her father, Yoshio and Kochs decide to throw in their lot with Lady and the three escape together.

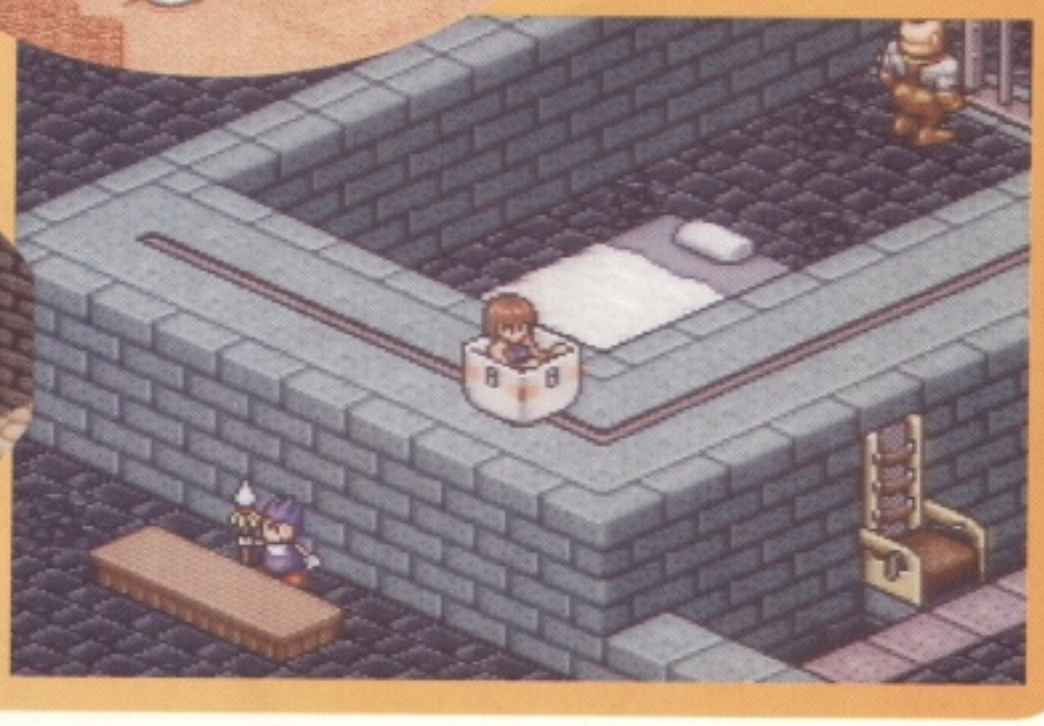
Another isometric 3D RPG, *Lady Stalker* may not have the raw, quivering beauty of *Equinox* or *Energy Breaker*, but it's rather more involving because of a strong puzzle element. It's possible to collect useful items, push tiles and carry blocks much in the style of a Ritman/Drummond game like *Monster Max* or *Head over Heels* (and Software Creation's imitator *Equinox*). It's also easy to pick up: despite the range of attacks and actions at Lady's disposal, the game only uses two buttons. Yoshio and Cox are computer controlled sidekicks but it is possible to give them general orders.

Lady Stalker will be released in Japan on April 1st, but expect to see a US translation later this year.



See the picture (left)? Lady kneels on the flabby chins of an enormous snouty pigface.

Watch out for this game in the summer of 1995.



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TOP GEAR 3000

Gremlin • 16 Mbits

They may look like they've gone under a large sledgehammer...

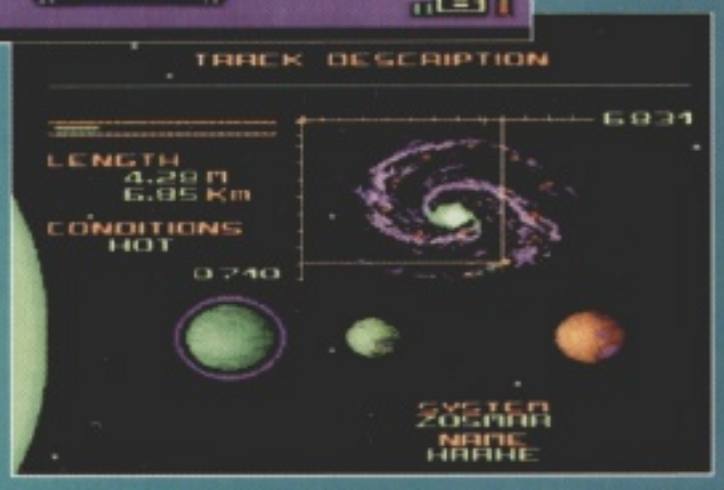
...But don't be deceived, these cars are fast.

In *Top Gear 3000* you play Jeremy Clarkson, an oversized TV presenter of the future with a penchant for getting into fast, low, sporty cars that were clearly designed for somebody smaller. Somebody smaller and more European, in fact. You start the game with little more than a pair of uncool slacks and a faded denim shirt, but when you discover the rusty keys to a Space Ferrari in your breast pocket you decide to drive across the galactic quadrant in search of some 'top gear'.

Actually, that's not true. Except for the spacey bit. Long-term gamers are likely to be familiar with Gremlin's *Top Gear* series from the SNES and Amiga, but *3000* features some novel aspects and – yes! – a futuristic background. Working your way from planet to planet, you've entered the biggest race in history with a view to winning prize money. Some of your accumulated cash can be diverted into upgrading your car with turbo engines, speed boosters, tractor beams, phosphorous bombs, warps and jump drives.

TG3000 also contains a DSP to assist the handling of its novel four-player mode for some multi-tap antics. The 12 solar systems (er, leagues) add up to 48 alien tracks, each packed with secret roads and pick-ups aplenty.

Will it be any good? Well, if we told you that in the preview you wouldn't buy *Super Play* for the review, would you? So hold off for a while, you speed-hungry scamps.



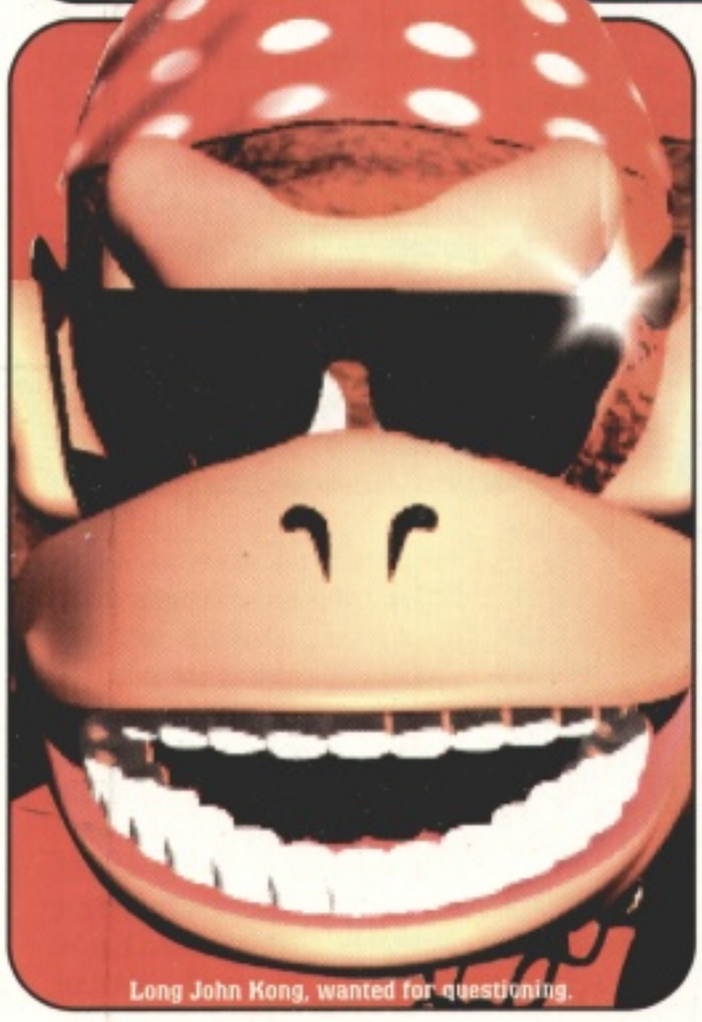
Intergalactic racing sure beats racing down the High Street.

A very green and informative stats screen.

First place in an amazing red car. I want one.

Top Gear 3000 even has a four-player option. Brilliant!

DONKEY PIRATES AHOY!



Long John Kong, wanted for questioning.

Nintendo of America is suing South Korean electronics giant Samsung over the alleged piracy of its 32-megabit Christmas success story *Donkey Kong Country*.

Bootleg cartridges of *DKC* have been found in China and the Far East, and it has been reported they contain manufactured ROM chips bearing the Samsung name and logo. If found guilty, Samsung's credibility and standing would be seriously damaged: in retaliation, Samsung has filed a countersuit, accusing Nintendo of defamation of character. NoA's reliably vocal chairman, Howard Lincoln, described the move by saying: "this is nothing but a crook suing his innocent victim".

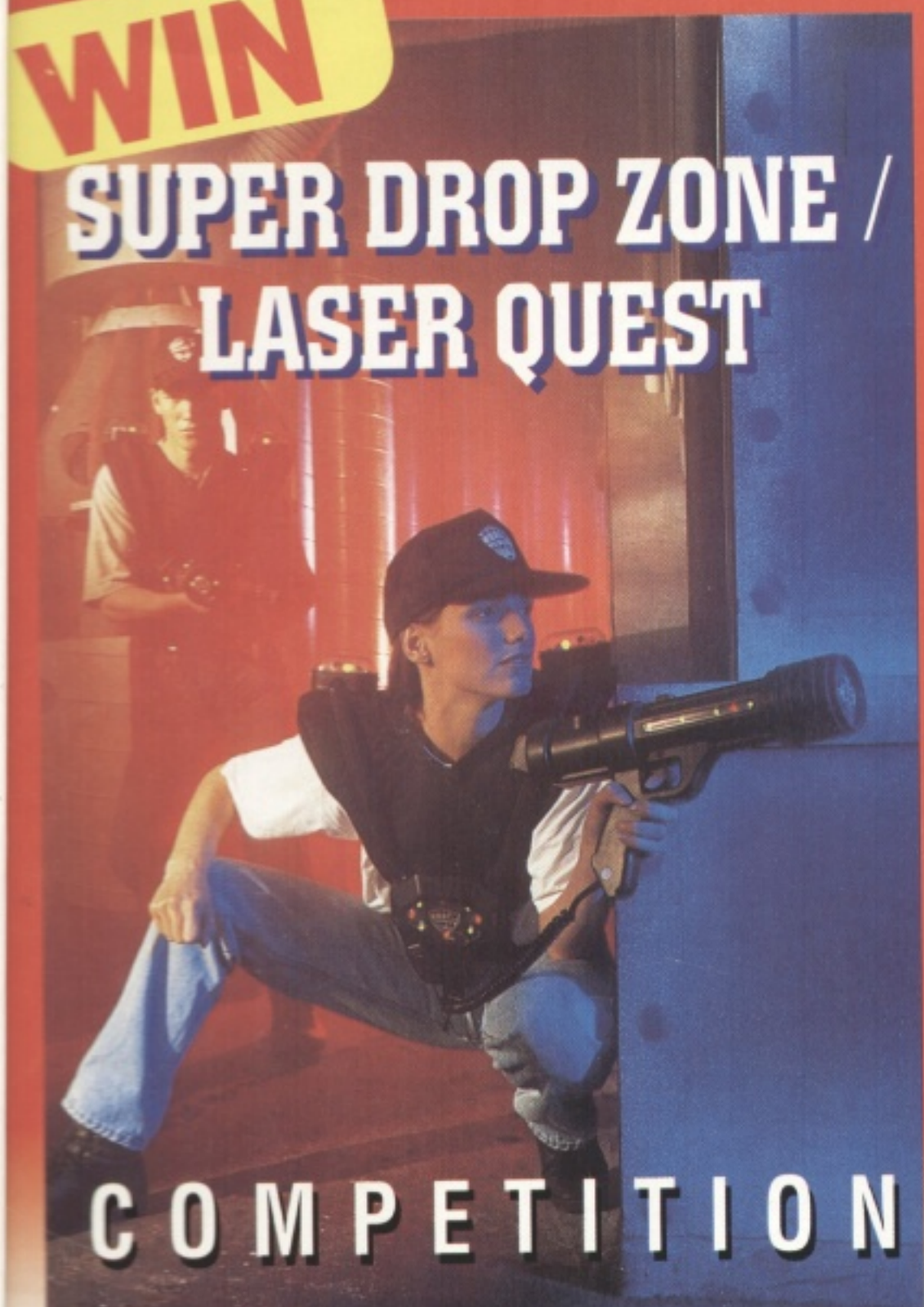
The case coincides with recent action by the US Government to clamp down on software theft in China, where an estimated $400 million of revenue from sales is lost every year. A trade dispute between China and the United States over the matter of intellectual property has escalated to the point where the US faction is considering economic sanctions.

Super Play Cartography

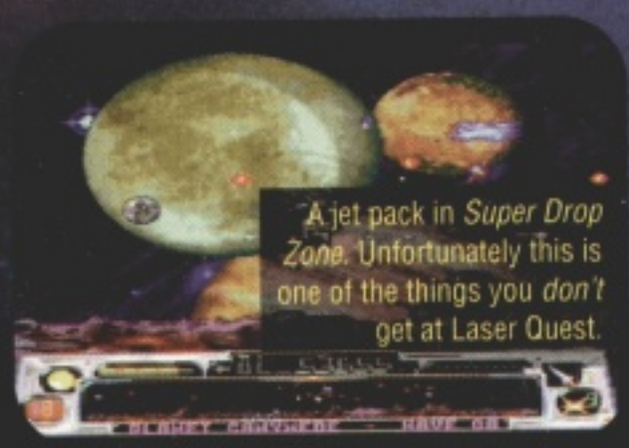
More helpful terms explained for gamers new to the Super Play scene...

- **Grey Import** – a cartridge of foreign origin that requires an adaptor to run on your Super Nintendo. The market for grey imports used to be quite big in the UK, but it's dwindled now that more and more games get a UK release.
- **Mobile Suit** – the generic term for an item of science-fictional military hardware. Essentially it's a tank with arms and legs which imitates the pilot's movements. Their existence is pretty much taken for granted in manga and anime, so they tend to crop up often in Japanese games.
- **OST** – Original Sound Track. This is the term used for any tape or CD that carries game music generated by the eight-channel sound chip of Super Nintendo itself. They sell rather well in Japan, you see, but over here you'll only ever find them in the possession of oddballs like Wil Overton and Jason Brookes.
- **OAV** – Original Animation Video (sometimes OVA). The video market in Japan is sufficiently huge that it's often profitable to release an anime exclusively on video without needing to get a film or TV showing first. Some OAVs are based on SNES games, hence their collectibility.
- **Super Famicom** – the Japanese name for the Super Nintendo.
- **Super Deformed (or SD)** – an anime term for the representation of any familiar character as a small, cute, disproportionately shaped cartoon version.

WIN SUPER DROP ZONE / LASER QUEST COMPETITION



Remember back in Issue 26 of *Super Play* we reviewed a rather smart game from Sony which went by the name of *Super Drop Zone*, well, it's just got its official UK release. To celebrate that date, March 17th (that's St Patrick's Day, calendar fans), Sony have decided to give away ten copies of the game along with 10 pairs of tickets to use at a Laser Quest centre near you.



A jet pack in *Super Drop Zone*. Unfortunately this is one of the things you *don't* get at Laser Quest.

Super Drop Zone, to recap, is a bit of a blast fest that's very much in the *Defender* vein. Scoring a not-at-all-embarrassing 87%, we thought that you might like to get your hands on a copy. Hence, this compo...

In addition to that you could also win one of ten pairs of tickets to Laser Quest, so you and a mate can actually go and do a spot of real-life blasting. The Laser Quest centres are great. Prepare to take part in your own real-life movie armed only with a light phasor and a body pack, as a PR person might say. There are quite a few popping up around the country, so you're sure to be able to find one near you that you could drop in on and do some battling!

If you want to try this at home, or have a go at Laser Quest, enter our fab compo.

To enter the competition, all you have to do is answer this easy question: Which famous programmer is responsible for *Super Drop Zone*? Write your answer on a postcard or on the back of a sealed-down envelope and send it to: *Super Drop Zone* Compo, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Get your entries in by the end of April.

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Secret Of Blue Water was one of the biggest anime hits of recent years on Japanese TV. After its 39 episode run a movie version taking the story on after the TV version was produced.

Although maybe not quite a faithful to the original as could have been, the anim version of Masamun Shirow's *Appleseed* wa still a quality Gaina production

The Secret of Blue Water is set to make waves...

ANIME WORLD

Pronounced 'ah-nee-may'

Gainax greats

Wings Of Honneamise is surely Gainax's crowning glory. Using a staff of over a thousand, it's a tour de force which rivals *Akira* for animation excellence.

More comic relief than bad guy, Hanson was, nevertheless, one of the villains after the secret of the mysterious Blue Water crystal.

by P J Evans

Here is a small, but essential fact: among the many wonderful ingredients the Japanese use in their cuisine, there is a large relative of the radish that grows up to about half a metre long and is as thick as your wrist. It is white, tasteless, and useful for making flower garnishes. It is called a daicon.

It is very important to remember this.

And now, fun with time travel... Set the wayback machine for the beginning of the decade: anime fandom was a very different beast then to what it is now. Commercially available Japanese animation was but a distant dream in 1990. Likewise, no major publisher over here had any real idea of what anime was all about, so fans had no established publications to tell them what to think, only a few fledgling newsletters and fanzines that were doing the rounds.

The obsessive world of the anime fan is taken to its limits in *Otaku No Video*.

These were the birthdays of anime fandom, when the only tapes available were quaking camera copies of *Iczer-1* and *Dirty Pair*, handed around a tightly-knit group of like-minded otaku. When I first got into anime, the only thing that was dubbed was *Robotech*. The few tapes that were subtitled, usually on somebody's wreck of a home computer, were often only readable if you and the TV were both under a blanket at the time. Most anime we took raw: no subtitles, no English dub, just Japanese dialogue and blurry colours. We watched it because we loved it.

By the time the credits came up at the end of the show (usually to the accompaniment of an unintelligible and squeaky-voiced idol singer – some things never change), most people were stumbling from the room with their fists in their eyes. Those of us who stayed were occasionally rewarded with bursts of English lettering amongst the Japanese text: strange words like Artmic, Darts, Clamp, and Gainax.

These were the names of the production and animation houses responsible for the anime, and became a useful guide if they came up in the opening titles. After watching *Gallforce: Eternal Story*, I looked out for other Artmic shows and discovered *Bubblegum Crisis* and *Metal Skin Panic*.

The credits for Masamune Shirow's *Appleseed* set me looking for Gainax titles, too. Gainax are now one of the top production houses in Japan, with a host of impressive titles to their name. Their beginnings, however, were small. They started off as a group of artists who got together to produce short animations for an anime convention held in Osaka.

Remember the large radish so prominently displayed at the start of this column? Well, the convention was called Daicon too. Partly because 'dai' in Japanese means 'big', so 'Daicon' is 'big convention', sort of. Also, the Japanese written character for Osaka can be pronounced 'dai'. Take into account the radish and you've got a kind of triple pun that is not actually all that funny unless you're Japanese and don't need it explained to you.

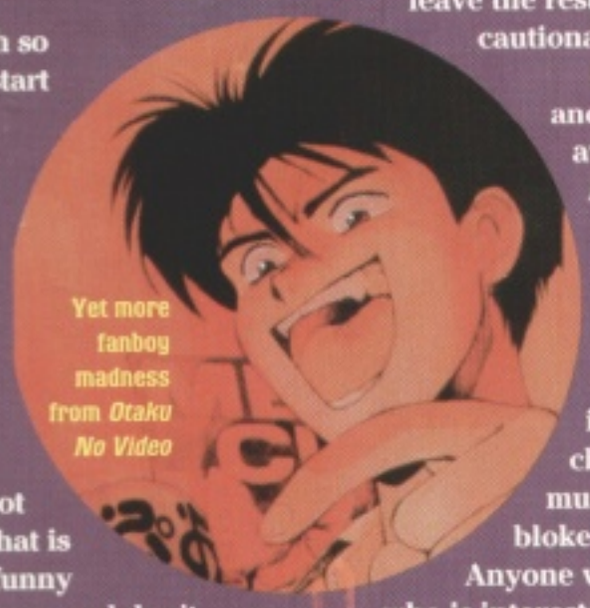
Nevertheless, the 15th and 17th Daicons (in 1981 and 1983 respectively) opened with short animated films entitled *Daicon III* and *Daicon IV*. These starred the convention mascot: a cute girl called Mildy May, who wears a Playboy bunny outfit and encounters just about everything recognizable in science fiction,

Despite his looks, Captain Nemo (and, yes, his submarine is called the Nautilus) is one of the good guys in *Secret Of Blue Water*.

including the Starship Enterprise, Space Cruiser Yamato, and Ming the Merciless from *Flash Gordon*. For amateur work, these films are impressive, and it's no surprise that the team responsible soon found themselves a group of professional animators. A spoof history of their rise to fame can be found in *Otaku No Video*, which is available from Anime Projects. This strange little video is both funny and worrying – while the animation and character designs (by *Bubblegum Crisis*' Keni-Ichi Sonoda) and great, the live-action sequences portray the kind of no-life anime obsessives who leave the rest of us so open to ridicule. A cautionary tale, indeed.

ANIME CONTACT

Anime UK, £3.50 from good SF/comic shops (or mail order: 70 Mortimer St, London W1). *Manga Mania* £1.95 from all good newsagents.



Yet more fanboy madness from *Otaku No Video*

In addition to *Appleseed*, another fine Gainax title available now is *Wings Of Honneamise*, an epic film about a fictitious nation's first tries at a space program. What lets it down is its tendency to get preachy, but it looks great and has an intellectual storyline for a change. It also has a nice musical score, composed by the bloke who did *The Last Emperor*. Anyone who liked *The Right Stuff* or who is interested in realistic space travel should watch this film.

Not yet available over here, but frighteningly popular in Japan, is *Secret Of Blue Water*, probably Gainax's biggest project to date. First airing in Japan back in 1990, the show (which is properly titled *Fushigi No Umi No Nadia*, or *Nadia Of The Sea Of Mystery*) lasted for 39 episodes, and took Jules Verne's *20,00 Leagues Under The Sea* as its starting point. In *Blue Water*, however, Captain Nemo is an ex high-priest of Atlantis, battling the rise of a secret atlantean organisation called Neoatlantis. This new group are trying to bring the world to the brink of global war, at which point they will take over the planet which was once theirs, as all villainous super-organisations usually do.

The real stars of the show are a young circus girl, Nadia, who is actually an Atlantean, and an equally young French inventor called Jean, who isn't. In true anime tradition, the series told of brave adventures, death, mayhem, and eventual tragedy, with hardly anyone but Jean and Nadia coming out alive. It proved to be a massive hit in Japan, with a sequel film and more merchandising than you can shake a stick at. Gainax and their backers, NHK and Sogovision, all made a tidy packet and have gone on to produce even bigger and better animations.

So there you go. Knowing the names of animation studios and production houses is often a useful guide to other, similar shows. Keep watching those credits. I'll be back next month.

Nadia, the heroine of *Secret Of Blue Water* gets to sing one of the best lines of Japlish (a strange use of English the Japanese use to look trendy) in the opening theme song. Do *you* know what "Don't forget to try in mind" means?

THE FUTURE

Killer Instinct may be in the here and now, but just how far in the future lies the U64?

Nintendo UK have officially announced that neither the Ultra 64 nor the Virtual Boy will be appearing in Europe this year. The news comes as something of a surprise after January's Consumer Electronics Show (CES) in Chicago, where Nintendo of America pledged a worldwide autumn release for the next generation machines.

Nintendo UK's marketing director Mike Edridge wasn't downhearted. Responding to suggestions that Sony might take the lead with their highly-acclaimed Playstation, he said: "I'm sure they'll sell a lot of units, but I don't think they'll sell more than 150,000". To date, some 1.5 million Super Nintendos have been sold in the UK. Edridge also made the point that Sony themselves had 16-bit games lined up for 1995, a clear indication that they still took the SNES very seriously.

Overall, we at *Super Play* aren't too worried by the non-appearance of Ultra 64 this year. Many industry pundits are predicting that 1995 will be the year of killer software for 16-bit consoles, and with a Christmas boom adding to the existing number of SNES gamers in the UK (thanks very much to *DKC*, it has to be said), it's pretty clear that the serious money will be on 16-bit cartridge based games until 1996. Nintendo UK themselves already have a convincing line-up of 22 software titles for release in 1995, priced at an average of £40, not to mention the third party publisher's plans for the following year. What's more, SNES owners should see a growing number of first class titles appearing at more affordable prices: the High Street stores, uncertain of their stock's lasting value in this time of transition, are likely to cut the extortionate price of many cartridge games.

We might be cynical old gits, but we're certain of one thing: the SNES is a strong contender for 1995. Magazines such as *Edge* and *UFG* have openly admitted that the initial batch of Japanese 32-bit software is disappointing; these same games can expect a lukewarm reception on their UK release this autumn. So, whilst Saturn owners quickly tire of *Clockwork Knight*, and Playstation geeks rattle round the same *Ridge Racer* course for the thousandth time, SNES owners will be able to capitalise on the increasing availability of some of the finest games ever made.

But does this sudden announcement mean that the Ultra 64 is behind schedule? *Super Play* believes that it may be more a problem of policy rather than the technical hold-ups suggested by other magazines. It's been rumoured that the hardware within the Killer Instinct coin-op is significantly different to that found within the *Cruis'n USA* arcade machines. Meanwhile, the development systems which third party developers are obtaining are really little more than modified Onyx workstations with new software.

In the meantime, the search for new companies prepared to invest in, or be involved with, the Ultra 64 project continues apace: Manchester-based games developer Software Creations has just been appointed an official licencee for Nintendo's 64-bit machine. For twelve months the company has been working on a development package called 'Sound Tools', which will hopefully open up new music and effects possibilities for Ultra software. Software Creations had previously collaborated with musician Tim Follin on SNES game *Equinox*, so they've proved their competence.

THE END OF THE CARTRIDGE?

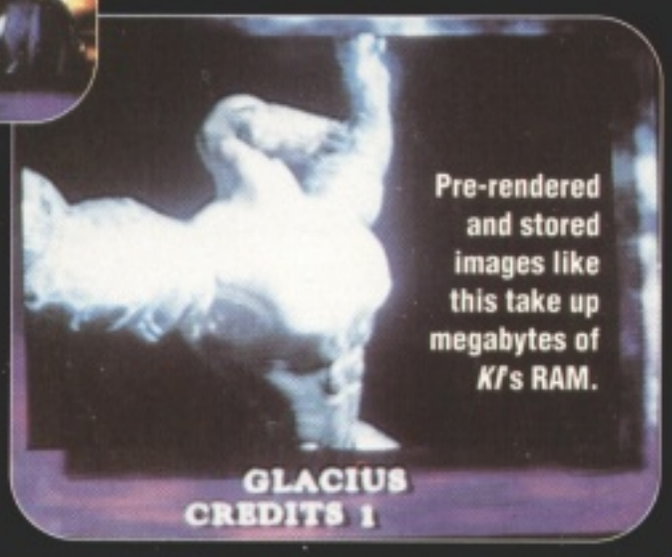
Revolutionary compression techniques notwithstanding, it may be necessary for Nintendo of Japan to abandon their insistence on cartridge technology in favour of a CD-based Ultra 64. *SPlay* previously reported that the coin-op *Killer Instinct* was 150 Mbits, whilst home versions would weigh in at 170-192 Mbits. Cartridges of this size could be prohibitively expensive to manufacture.

Having seen the profusion of highly detailed pre-rendered sequences and animations stored in *Killer Instinct*, even 192 Mbits (24 megabytes) might not be enough.

Sticking our necks out a little, we're prepared to make a prediction. Since Nintendo of America are currently responsible for managing the development of Ultra 64 hardware, and CD has lost its negative connotations as a software medium, we may see an argument between the two factions (Nintendo US and Njntendo Japan) resolved in favour of a CD-based Ultra 64.

At the very least, we believe Peter Main's recent suggestion of a CD-*compatible* U64 is is taking concrete form.

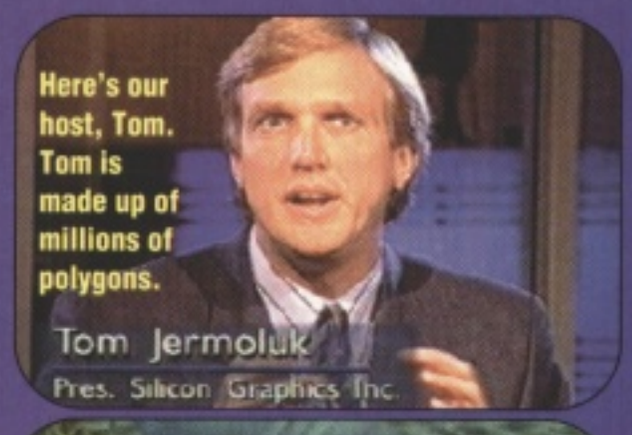
No real-time rendering on this Wulf.



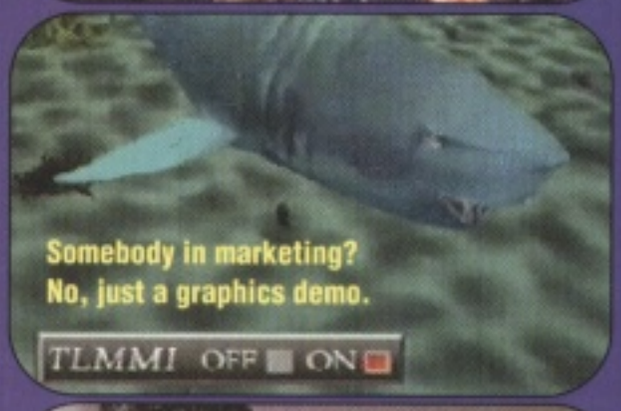
Pre-rendered and stored images like this take up megabytes of *Kf*'s RAM.

VIDEO VIEW

To maintain its profile on the next gen scene, Ninty UK released this PR video to supposedly show off the Ultra 64. Here's what it showed.

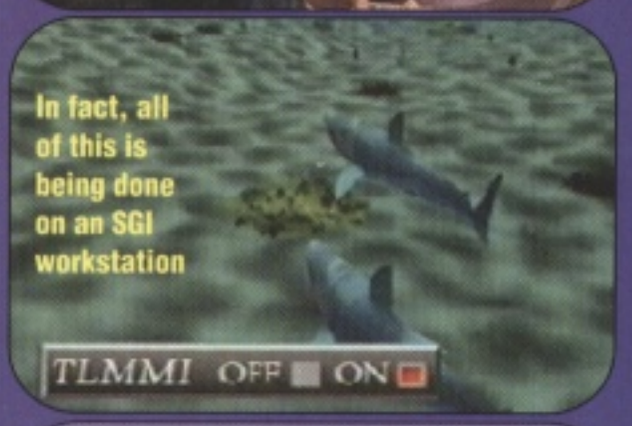


Here's our host, Tom. Tom is made up of millions of polygons.

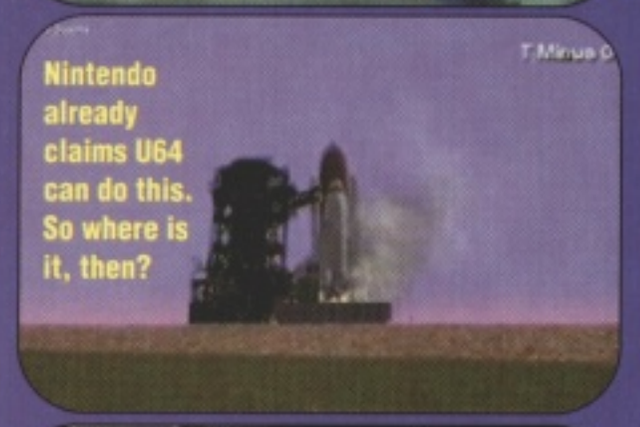


Somebody in marketing? No, just a graphics demo.

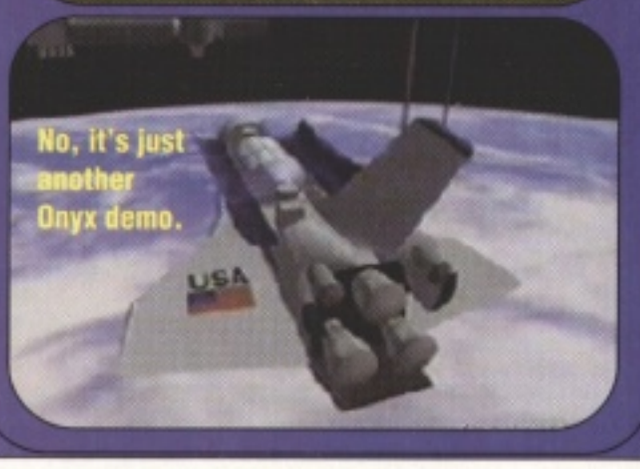
George shows off more real-time rendering.



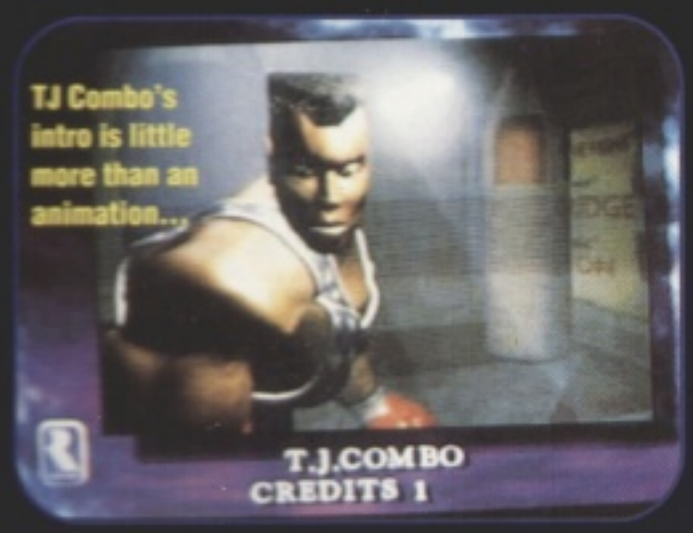
In fact, all of this is being done on an SGI workstation



Nintendo already claims U64 can do this. So where is it, then?



No, it's just another Onyx demo.



THE STORY SO FAR

Glacius melts into an anti-aliased town in Nintendo's new 'Ultra 64' promo video.

Early in 1994 Nintendo confirmed that they were researching and developing a 'next generation' console, a new 64-bit games machine intended to supercede the 16-bit Super Nintendo.

● Previously, all Nintendo products had been the work of Japanese R&D staff. Things changed with Ultra 64, when Nintendo's American HQ took charge of the project. A deal was struck with a leading 3D design and simulation company called Silicon Graphics. Incredible specifications for the new 64-bit console were suggested.

● Nintendo of America made further alliances with luminaries such as Williams, the coin-op company; and Rare, a British software house formed by members of the infamous Speccy game company Ultimate Play The Game. The new Nintendo console under development was given a name: not Hyper Nintendo, but Ultra 64 (yuk).

● Meanwhile, Nintendo of Japan announced that they were working on VR32, a 32-bit RISC-based Virtual Reality console. VR32 was later renamed the Virtual Boy, which debuted at the Shoshinkai show in Japan last November.

● Competition for Nintendo hots up as Sega and Sony prepare for the UK launch of their Japanese-developed 32-bit consoles in Autumn '95.

● February 1995: despite assurances from the US that U64 is on schedule, Nintendo UK says that 1995 will be a year of software for SNES and Game Boy for Europe.

PORKY PIES!

Nintendo's promotional video shows off some impressively fast and detailed computer generated animations, but it's incredibly misleading when it portrays them as the work of the Ultra 64. They're all the result of a high-end Silicon Graphics workstation.

There are mountain-sized problems associated with fitting even a vague approximation of an SGI workstation into a small console. It's already been suggested that the U64 will have somewhere around 2 megabytes of internal RAM workspace. The graphics seen in Nintendo's video (left) required more than 100 megabytes of onboard workspace RAM to run in real-time. They're also generated on monitors with an incredibly high resolution and a clarity that just wouldn't be seen on a home TV.

Killer Instinct, remember, was supposed to be the title that would make people hold off choosing a Playstation or Saturn in order to wait for an Ultra 64. But as good as it may be, *Killer Instinct* is very much a game of the moment. By the time the Ultra 64 appears in the UK – probably mid-'96 at the earliest – it will be looking distinctly crusty. If their next gen console is indeed on its way, Nintendo had better come up with more hard facts about its development and more convincing demonstrations of its capacities. British gamers simply aren't so easily fooled.

Our feature on the latest game unveiled for the Ultra 64, *Killer Instinct*, starts on page 36. But first, turn over the page for our top scoop on the playing style and cheats of the game.

BASIC KILLER INSTINCT

With information about the Ultra 64 as thin on the ground as a steamrollered pancake, we spoke to Warwickshire-based game designers Rare to see if we could extrapolate any nuggets of information from the software being developed for the next generation super console. Unfortunately they said they couldn't provide us with any screenshots (oh no!) – but they would happily lend us one of their spanking new coin-ops for a couple of weeks (oh yes!).

Rather than using the realtime polygon rendering of games like *Virtua Fighter* and *Toh Shin Den*, *KI* uses pre-rendered sprites and stored animations for a side-on beat-'em-up in the *SFII* tradition. Many of the special attacks are produced by the familiar dragon punch, fireball and charged moves of *SFII*. Blocking is also in the traditional mould of pulling away (to block high attacks) and pulling away and down (to block low attacks). But in *MKII* style it's possible to perform some of the special moves in mid-air, such as Riptor's tail slap and Cinder's Rayden-esque torpedo.

Although the cabinet describes the six attacks as 'high' and 'low', it's immediately apparent that this translates as 'punches' and 'kicks'. The standard three up, three down arcade arrangement also holds no surprises: quick, medium and fierce attacks.

Killer Instinct is a violent game, true, but the blood and gore is used rather sparingly in comparison to *MKII*. A clever move, since it's all the more effective for it. *Killer Instinct*'s ferocity derives from the sheer speed and furious power of each bout.

Fulgore: a master of the double dragon punch, with multiple hits when used in a combo.

When you take TJ Combo's dashing punch in the face, or fly upwards on the end of Jago's multi-hit uppercut, there's a brutality you can almost feel. It's the reason why *Virtua Fighter*, for all its Toytown blockiness, has the edge on the graphically stupendous but lightly fluffy *Toh Shin Den*.

Rather than the usual three rounds of fighting, each character has no more than two energy bars to last the match. When the first (green) energy bar is exhausted the character collapses and the fight is broken off for a few seconds whilst they recover with a full (red) energy bar at a reasonable distance from the opponent. In our experience it makes for closer, more intense fights.

Now read on for more secrets of *Killer Instinct* – the game which marks Nintendo's triumphant return to the arcade scene...

Some stages interfere with your high/low blocks by having steps or (as on this bridge) a dipping floor.

Jago's combo breaker is a well-timed dragon punch. Orchid's charged move combo breaker isn't so fair.

KILLER INSTINCT CHEATS!

Place a coin-op in a hot sweaty office squeezed brimful with expert gamefreaks and it isn't long before secret things are uncovered. That lanky bloke down the arcade might not tell you, but we, your humble *Super Play* servants, are pleased to share some of our tasty tidbits with you.

Recovery

It's not necessarily curtains for you when the screen flashes red. Just press all six buttons and spin the joystick: if your opponent doesn't perform an attack or a fatality, you can often recover with a smattering of precious energy – sometimes enough to turn the result around.

Watch out for CPU opponents recovering on you, too.

Character Colours

To flick through the costume colours available, just push up or down when a character is highlighted on the selection screen. If you push up and Start, the machine will randomly choose a character for you.

Stage Select

In two-player mode you can determine the backdrop stage by pushing up or down and pressing any of the buttons when confirming your character selections.

A few special levels exist:

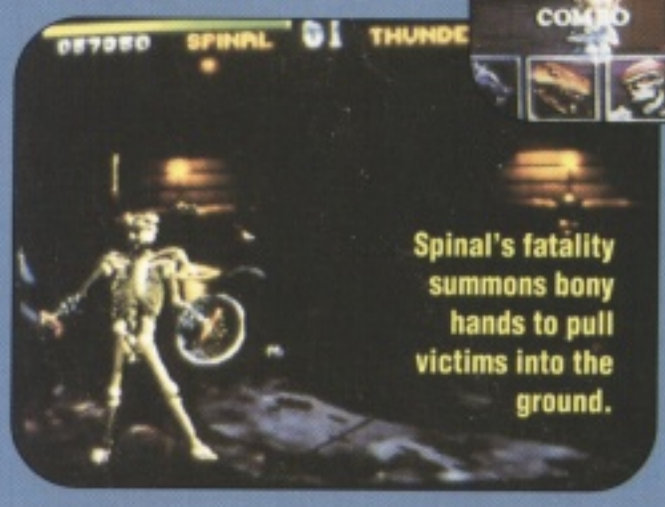
Down + Fierce Punch: *Eyedol's Lava Bridge*

Up + Medium Punch: *Endless Cave*. This stage scrolls infinitely left and right.

Down plus Medium Kick: if both players perform this move, you'll be taken to the cloud arena (see page 37).

Once the first player has determined the stage, the second player can then select the background music using the same method of up or down plus an attack button.

Perform these cheats on the select screen.



Spinal's fatality summons bony hands to pull victims into the ground.

Play as Eyedole!

This is only a rumour at present, with a few of *Super Play*'s narks on the street having reported it, but there's a strong likelihood that Rare's first beat-'em-up would take the best ideas from all games. A cheat to 'be' the boss is firmly in that category.

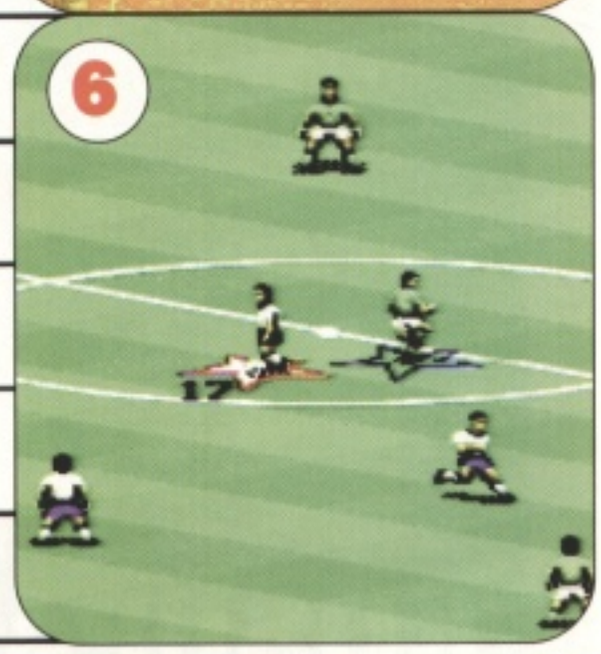
CHARTS

For weekly UK SNES chart updates be brave and tune in to Digitiser, Channel 4 Teletext: page 470.

OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ● NON-MOVER ☆ NEW ENTRY

1	●	DONKEY KONG COUNTRY	Nintendo
2	▲	THE LION KING	Virgin
3	▼	MORTAL KOMBAT	Acclaim
4	▲	STARWING	Nintendo
5	●	SENSIBLE SOCCER	Sony
6	▲	FIFA SOCCER	Ocean
7	☆	SUPER MARIO WORLD	NIntendo
8	☆	STREETRACER	Virgin
9	☆	MORTAL KOMBAT 2	ACCLAIM
10	☆	SUPER TENNIS	Nintendo



UK IMPORT
Compiled by Dream Machines

1	Donkey Kong Country	Nintendo
2	Final Fantasy III	Square Soft
3	X-Men Apocalypse	Capcom
4	Demon's Crest	Enix
5	Lion King	Virgin
6	Super Punch Out!!	Nintendo
7	Samurai Spirits	Takara
8	Illusion Of Gaia	Enix
9	Indiana Jones LC	JVC
10	WWF Raw	Acclaim

AMERICA
Compiled by Chuck Winkle

1	Donkey Kong Country	Nintendo
2	Madden NFL '95	EA Sports
3	Mortal Kombat II	Acclaim
4	NBA Live '95	EA Sports
5	Lion King	Virgin
6	Final Fantasy III	Squaresoft
7	Super Punch Out	Nintendo
8	WWF Raw	Acclaim
9	NHL '95	EA Sports
10	Super Return of the Jedi	JVC

JAPAN
Compiled by Wil Overton

1	Derby Stallion III	Asuki
2	Super Donkey Kong	Nintendo
3	Legend of Kamatachi	Chun Soft
4	Super Puyo Puyo	Branpresto
5	Romance of the Three Kingdoms IV	Koei
6	Wonder Project J	Enix
7	Super Fire Pro Wrestling	Human
8	Perfect Eleven	Konami
9	Kirby Ball	Nintendo
10	Pac in Time	Namco

LIVE FROM HELL CITY

By Nic di Costanzo

KOSUPA IN GOLD!

Tokyo's a weird place at the best of times, but when characters from video games and anime suddenly appeared walking the streets, *Super Play* had to investigate the mysterious goings-on...

Even from the rear, it's easy to spot Morrigan from *Darkstalkers*.

Virtua Fighter 2's Shun Di looks up an old friend

Wolverine on the subway. Guile in the shopping mall. Mai Shiranui fanning herself in the park... You might think you'd stumbled onto a movie set, but the reason behind it all is KOSUPA. This bizarre event is a costume-play dance party, sponsored by games company Technos, which has now become so popular that it is held on a regular quarterly basis.

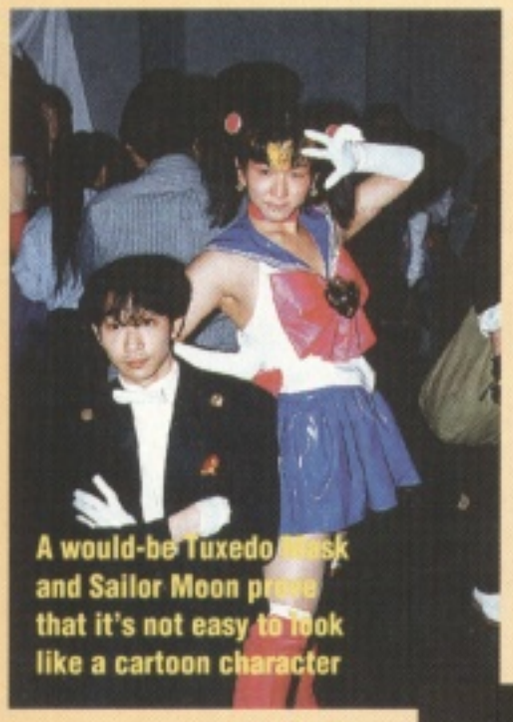
The last KOSUPA drew an attendance of more than 500 Otaku, many from remote parts of Japan. But who are these people? And why do they feel the need to dress up?

The Otaku Phenomenon

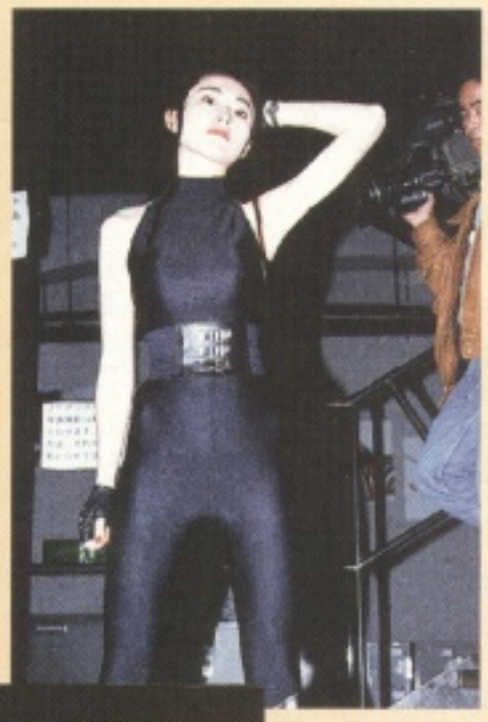
In Japanese, 'Otaku' is the place where someone resides. It's a polite word used when you wish to ask a person where they live, their house. But around four or five years ago the word took on a different meaning: it indicated people who were crazy about something. This new connotation was initially used exclusively by young people, but it soon became a popular buzzword throughout Japan. You can be called an otaku of anything – golf, games, manga, musicians, teen pop stars, models – it depends on your particular obsession.

An Otaku is a person who has only one passion, and who devotes all their time and money to it. They live only for that passion, to the point where it can no longer be considered an innocent hobby. Because Japanese society is organised in a strict hierarchy, it is sometimes hard for people to find their 'place' within it. The Otaku take an easier route by rejecting the laws of society and creating

Possibly the skinniest Wolverine you've ever seen. His claws seem to have jammed, too.



A would-be Tuxedo Mask and Sailor Moon prove that it's not easy to look like a cartoon character



Some distinctly chap-like *Sailor Moon* 'girls'. Sailor Venus could do with a shave, mind.

The *Darkstalkers* contingent turned up in furs...

their own world focused on their obsession.

There are thousands of different breeds of Otaku. Some of them are mad about movies and Japanese stars. Others go crazy for more specialised things like Godzilla, the Internet, Ultraman, the Sharp X68000 computer, jam jar stickers...

In the more extreme cases the Otaku are so bound up in a private world that they lack the requisite social skills to communicate with normal members of society who don't share their interests. Happily, there are still some passionate fans who possess a sense of reality and can differentiate between the two worlds. Video gamers are a form of Otaku, but not the most numerous in Japan: that title goes to the manga and anime fans.

KOSUPA gathered many types of Otaku: manga readers, anime heads and video-gamers were all represented. Moreover, most of those present were also 'costume-play' Otaku. Costume-players identify with their favourite characters – be it from comic, film or game – and try to dress themselves in the fashion of those characters as realistically as they can.

...whilst Sarah from Virtua Fighter decided to vogue for our camera.

It's the SNK Girls! A pair of Mai Shiranuis from Fatal Fury...

... and Cham-cham from *Samurai Spirits II*.

Dressed Up in Gold

The Gold is one of Tokyo's most notorious nightclubs and KOSUPA demonstrates the remarkable organisational skills the Japanese bring to bear on everything they do, even if it's just enjoying themselves.

The first floor of the Gold (a three storey building) draws you in with large TV screens showing anime movies and video game presentations. Here the assembled fans can arrange to meet friends, show off their costumes and eye up the competition. It's the ideal opportunity for a photo-shoot.

Those seeking a mellow vibe can head upstairs to the second floor, reserved for those who want to listen to anime movie music only. The atmosphere here is quieter and the fans can talk about their costumes, discuss the latest game or OVA release and take in a drink.

If, on the other hand, it's lights and energy you're after, then the top floor of the Gold obliges with a sauna of sound. Techno music kept the party going throughout the day, though it left several dancefreaks wishing for a lighter, thinner costume.

Entrance to the Gold isn't so cheap: ¥4000 (£27) for men and ¥3500 (£23) for women (this door policy seems geared to attracting a female crowd...). For your money you get the chance to enter costume competitions, a dance contest and you can even down a few drinks into the bargain. During the afternoon you could also catch sporadic outbursts of singing, as groups of fans spontaneously attempted to recreate their favourite anime themes. KOSUPA was clearly an event where the Otaku felt comfortable discussing their passion, and a warm friendly atmosphere prevailed. Over the weekend *Super Play* jostled with more Ryu, Ken and Chun Li impersonators than you can imagine. We also bumped into Shun Di (from *Virtua Fighter 2*) and various characters from *Sailor Moon*. Though we couldn't always be sure, we think most of the Sailor Moons were boys...

Not sure who this guy thinks he is.

Suit you, Sir

Do you want to 'be' the bosses from *SFII*? Or would you rather dress up as Terry Bogard, or even Blanka? Not everyone has the skills to run up their own costume, so many costume-play Otaku make use of the services of a specialist. 'Garrison' is a shop in the suburbs of Tokyo which offers made-to-measure garments tailored to your physical idiosyncracies. This service doesn't come cheap, however... the Garrison only produces two costumes a month on average, and that's reflected in the price. If you want to dress up like Chun Li, it will cost you something in the region of 90,000 yen – a staggering £600! – for the gear.

The Garrison's name refers to its main trade: air guns. An odd sideline for a dressmaker.

Besides the usual anime heroine evening dresses, you'll find the enormous ribbons of a *Sailor Moon* outfit; not to mention the classic silk Chinese high-collared Chun Li costume.

BLABBERMOUTH

with Kris and Tel

Having been bombarded with the message that it's 'Good to Talk', Kris and Tel have gone in for a mega sesh on the old blower this month. We have conveniently placed bugs on their phones...

Tell you what, er, Tel. I was like, 'jacked in' to the internet a few weeks ago – on an American bulletin board – and I heard a rumour that a 3DO game called *The Horde* was to be converted for the Super Nintendo by Ocean USA! Quite unprecedented, I think you'll agree. So I got on the phone to Ocean UK, used my sexiest voice (it's right handy being a robot with choice of voice samples) and casually asked some probing questions about a possible PAL version. They said it was the first they'd heard of the idea. But it's not unusual for a marketing bloke to be the last to know. Myself, I'm hoping the rumour proves to have a solid foundation. *The Horde* is a smart mixture of god sim and action game, and if it can be ported to the SNES from a supposed 'next generation' CD-based console then it will be something of an indictment of the new technology. Not to mention a coup for the SNES.

☎ That's not the only black spot on the 3DO's card, Kris. A French company has invented a convertor which allows you to use your Super Nintendo joypads on the 3DO. The latest reports suggest they're doing a roaring trade after American multi-format magazine *EGM* purchased one in order to review 3DO games more comfortably. If gamers are prepared to buy a convertor after parting with £400, it doesn't say much for the design of the 3DO pad, does it?

☎ I think it's more likely that the SNES pad is remarkably popular, Tel. I've heard from a potential Ultra 64 developer that Nintendo's new machine will use joypads almost identical to those supplied with the SNES (with perhaps a minor remodelling of the contours). They're cheap, simple, but efficiently designed and remain comfortable after hours of play. I mean, look at that monstrous CD-i controller: it's like something you use to drive a cheap radio control car from Tandy. It blistered my plastic grips, too.

☎ Talking of blisters, Kris, I've always had a soft squidgy spot for Konami and their quality SNES output. Doesn't it bother you that they seem to be less committed to the Super Nintendo this year? I'm wondering if we won't miss out on some excellent games in Europe because of this decision.

☎ I shouldn't over-react, Tel. If they'd released the number of games in their winter/spring catalogue over the course of the year, we'd be none the wiser. It's only because they actually announced they weren't going to have a new game out every month that anybody noticed. The truth is, they've already pulled out of the Sega market entirely. No, I'm far more worried about the Ultra 64 and the hold-up in its UK release.

☎ I know what you mean. Nobody doubts the ability of Nintendo and SGI to come up with an incredible piece of 64-bit hardware that will have eye-opening graphics and games with genuine gameplay. But they've spent so long harping on about how it's going to look just like a £20,000 Onyx workstation that they've almost talked themselves into a corner. Anyone with a little technical knowledge – and I count myself in that category, having a certificate in robot biology – knows that it won't be meet the incredible claims. And when it appears, everyone will be disappointed by what is undoubtedly a fine console. No, I shall stick with my SNES and let the next generation machines battle it out for a while until I can see a wide selection of games that I would pay to play. Ultra 64 and VB can wait.

☎ Damn. And I was really looking forward to playing all that great 3D Mario stuff on the Virtual Boy. I've even cracked into my savings account and removed the necessary £200 in anticipation.

You're having me on.

Yeah, I am. I'm off to play *Zelda III* again. See you next month.

SUPER PLAY GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these *Super Play* guidelines:

1. Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs, such as postage and packing. Find out when you can realistically expect to receive your goods.

2. Always read the small print on adverts.

3. Beware of companies that don't include their address on their adverts. Also, avoid companies that don't answer or return your calls.

4. Buy far the best method of payment is by credit card. If ordering goods of more than £100 in total value, remember that you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5. If you're not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.

6. Keep records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.

7. If you are sending a cheque keep an note of the cheque number, the date and the exact value. Make sure you know the exact name of the company.

8. When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9. Always order from the most recent issue of *Super Play*.

10. If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

IT'S... THE SUPER QUIZ

Ho ho, well done there, Trev and Simon. 'We don't take duvets', indeed. Anyway, Andi Peters here. Despite my busy schedule as Saturday morning TV presenter and ex-Beatles drummer, I've turned up at *Super Play* to help out in Dan Whelan's absence. And right now – hang on, where's camera 2? – right now it's time for our regular slot where we pretend to be holding some sort of fabulous competition, then dash your hopes to smithereens by revealing a complete lack of prizes and the answers on the back page. So remember (altogether now): don't phone in, it's just for fun! Well, at least it's got more gameplay than Joe Razz on the other side.

EASY

1. Name the boxer in *Killer Instinct*.
2. Name the T Rex in Atari's *Primal Rage*, soon to be converted for the SNES?
3. Which Japanese company is behind such games as *Parodius*, *Sparkster* and *Legend of the Mystical Ninja*?

MEDIUM

1. Which drawing toy features in *Zool*?
2. Name the man who created the X-Files.
3. A recent Sunsoft title featured characters called The Cyborg and The Eradicator. In whose likeness were they created?

HARD

1. Give an approximate English translation of the meaning of 'Nintendo'.
2. Who, or what, are trailing the cop from the future with an Impossible Mission?
3. Which 'man of Steele' is set to have his likeness appear in a Nintendo game?*?*

Actually, it's all a lie. This month's Super Quiz was once again the work of the man Whelan, who accuses us of *not reading* every letter we receive. How foolish he must be feeling as he reads this. He is, however, quite right in uncovering the formula by which we steal his hard work yet rib him mercilessly month after month.

Discover the **future** of **videogames** in **Edge**

Magazine of the year
IN/IN
Industry awards

Issue **nineteen** onsale 23 February
at selected newsagents

Forget Mario. Forget Sonic. Forget even Teenage Mutant Power Rangers. When it comes to multi-megabucks licensing deals, Mega Man is pretty much a licence to print money in Japan. And with a new US-produced animated series on its way and two new SNES games, soon it'll be minting in the pounds as well as the Yen...

VIVA LE

MEGA CHRONOLOGY

1987	Mega Man NES
1989	Mega Man 2 NES
1990	Mega Man 3 NES
1991	Mega Man: Dr Wiley's Revenge NES
1992	Mega Man 2 Super Game Boy
1993	Mega Man 3 Super Game Boy Mega Man 5 NES
1994	Mega Man 4 Super Game Boy Mega Man 6 NES Mega Man X SNES Mega Man Soccer SNES Mega Man V Super Game Boy
'95	Mega Man X2 SNES Mega Man 7 SNES

1994 saw Capcom create an all-new version of *Mega Man* for their X series.

Games based on film and TV licences are ten a penny. Well, perhaps not. That may be what most of them are worth, though they still cost £40 a shot. But you get the point – software publishers seem to be queuing up to snap up the rights to any old load of celluloid dross, often before the film has even started shooting.

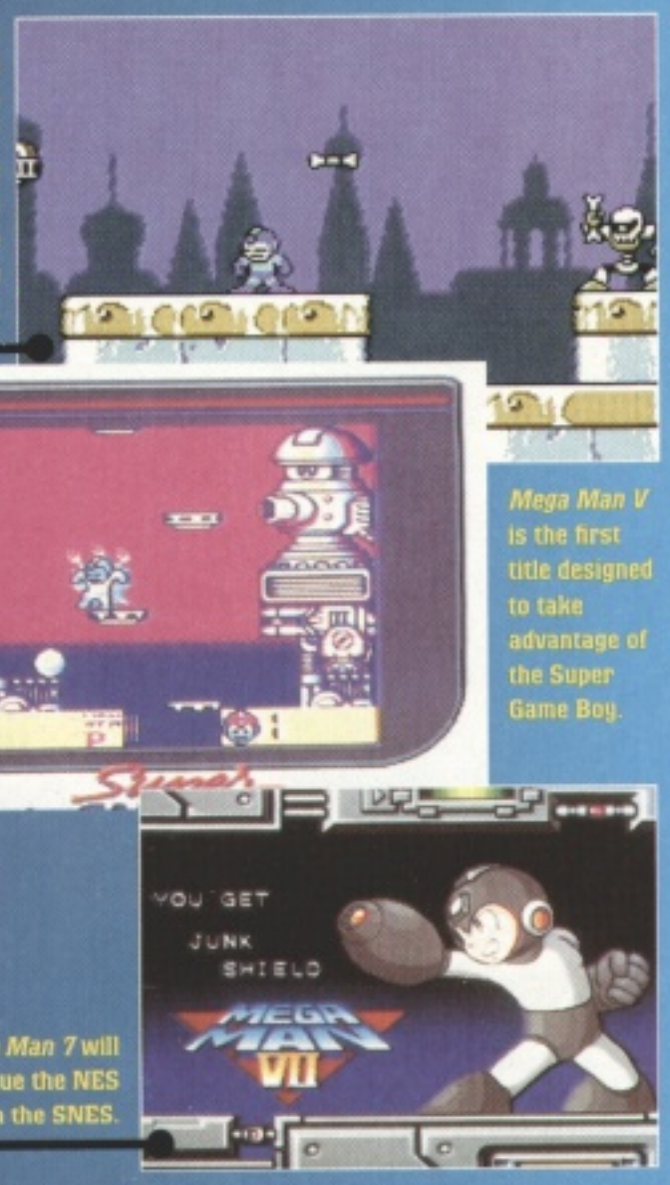
In other words, never mind the quality, feel the in-built advertising.

The number of games that have spawned successful licensing spin-offs matches the number of braincells the audience of *The Word* have between them (throw in the presenters as well if you want). *Mario*, *Street Fighter II* and the *Mortal Kombat* games have all been immortalised on film (or was that slaughtered?) and even Sonic's had his own cartoon series. And they've all made the obligatory T-shirt and lunch box appearances. Oh yeah, and then there's Mega Man.

Er, hang on. Mega Man? Since when has there been a Mega Man promotion at Pizza Hut? And where are the Mega Man videos? Or the key rings? Or the comics? Or the spaghetti shapes in Mega sauce?

Well, they could be on their way. In a big way. Mega Man is already huge in Japan and the USA and if Capcom do their marketing right, Mega fever could catch on over here as well. Not only are there two new SNES games due out in the next couple of months, but a new cartoon series which recently hit the US airwaves is on its way to Britain as well.

Mega Man has been around almost as long as Mario and has starred in 15 games on four formats (he's just made his Sega debut). Combined, the games have shifted over three million units. And Mega Man was the first Manga megastar created on a console. Ironically, his latest appearance has been produced by an American company,



Could you design a decent Mega Man boss? Japanese games players were given the chance.

Mega Man V is the first title designed to take advantage of the Super Game Boy.

Mega Man 7 will continue the NES series on the SNES.

MEGA NUMEROLOGY

Why, you might be wondering, are the two new SNES games numbered X2 and 7 and not XI and XII, or even X2 and X3. Ah well, you see, therein lies a tale...

The first SNES Mega Man game was called *Mega Man X*. This was because it was the tenth Mega Man game, following *Mega Mans* (Men?) *1-6* on the NES and *Mega Mans 2-4* on the Game Boy (the original Game Boy Mega Man, *Rockman World* (1) never actually made it onto the handheld in America).

So *Mega Man X2* is the sequel to the first SNES game, while *Mega Man 7* is the next game in the NES series... even though it's on the SNES. Ah, but, you see, the character Mega Man X is a different robot to the original Mega Man who appeared on the NES games. Everything clear? Good.

Whether the games will actually have any significant differences in the gameplay department has yet to be discovered. Though it's unlikely.

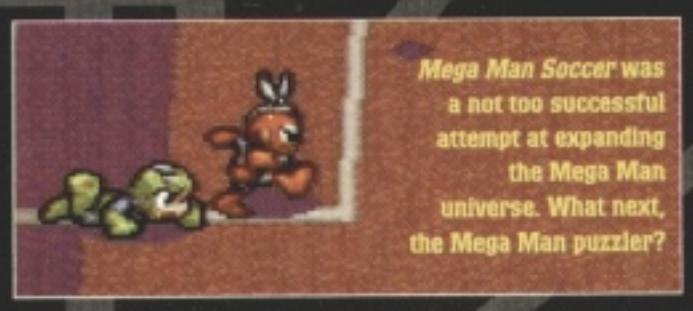
The later Game Boy games, by the way, weren't straight conversions of the NES games. The Game Boy *Mega Man 4* combined bits of the NES *Mega Mans 4* and *5* and Game Boy

Mega Man 5 was one of the first games specifically designed for the Super Game Boy. Whether this means that there's a third parallel series of Mega Man games is anybody's guess.

It looks like actually tracking down the game you want to buy could be trickier than playing the thing.

The original Game Boy version of Mega Man, *Rockman World* never made it to the West.

E MEGA MAN



Mega Man Soccer was a not too successful attempt at expanding the Mega Man universe. What next, the Mega Man puzzler?

He made his first appearance in 1987, though at the time he was known as Rockman. In fact, in Japan he's still known as Rockman, but Capcom's US boss back in '87 didn't think that name was punchy enough and so coined the new, more 'trendy' name for the Western markets.

For a time (until *Street Fighter II* came out) Mega Man was Capcom's flagship character. The games were basically platformers, but with the added gimmick that whenever Mega Man beat a boss, he absorbed their powers. It also helped that they were actually decently-written and fun to play, as well.

In the plots of the games Mega Man himself is actually a robot created by a certain Dr Thomas Light, a typical mad professor-type. His arch enemy in the NES games was Dr Wiley, a typical mad, bad professor-type. All the other enemies and minor bosses, though, had names that suited their powers – names like Cut Man, Electric Man, Crystal Man and Napalm Man left little to the imagination.

But the Mega world wasn't completely populated by obviously-named bad guys. Cohorts included Mega's canine companion Rush, a cybernetic suitcase called Flip Top and a robotic bird who goes by the name of Beat.

In Japan, the sales of the games and the merchandising grew to massive proportions. By the time *Mega Man 6* was in production, Capcom ran a competition in which Japanese game players were invited to design the new baddies who would appear in the game.

The first SNES Mega Man game was *Mega Man X*, in which Dr Light produces a new brand of robots, including a new updated Mega Man called (would you believe?) Mega Man X. Unfortunately all the other 'bots go a bit insane and so X, as he's known to his friends, has to blast each of 'em to silicon heaven. So, now there are two Mega Men running around the cosmos, each appearing in their own series of games.

Since then, the Mega licence has boldly gone where no Mega game has gone before. There's been *Mega Man Soccer*, a largely unsuccessful attempt to expand the characters into other game genres. The *Wiley Wars* marks Mega Man's first foray onto a non-Nintendo console; it's a compilation of the first three Mega Man games, plus an all-new adventure, *The Wiley Wars*, that's available on the Sega Channel for Sega Mega Drive owners to download and play. And then, of course, there's the cartoon series.

So, if you haven't got your Mega Man pillow case yet, there's a good chance your gran'll be getting you one next Christmas.

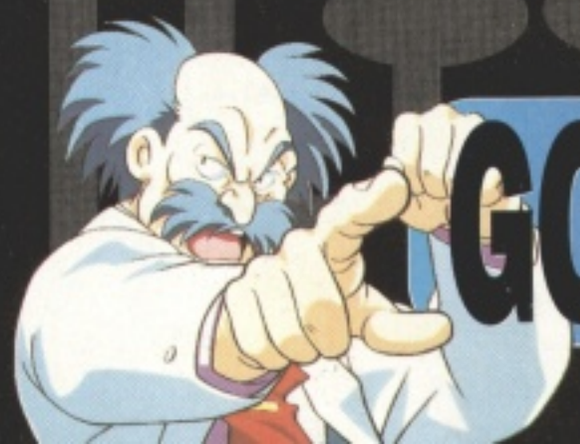
MEGA TOONS

Mega Man and Rush the robo-dog as depicted for American TV.

The new Mega Man cartoon series is, oddly, being produced by an American company – Ruby-Spears. And, get ready for this, that's the same company which, back in the '70s, produced work on Scooby Doo for Hannah Barbera. Hmm, looks like we can forget lush backgrounds and look forward to all the smoothness that four frames a minute can produce.

On the plus side, the first series of 13 episodes, which has already been broadcast in the States, immediately became the country's top-rated animated series and another 13 episodes have been commissioned. We'll get to the first series in the UK later this year when it's released on video sometime during the summer.

The artwork is a hybrid of the original Japanese game graphics (which are very much in the Manga mould) and the style of artwork used on the American packaging of the games (which are much more Hannah Barbera – actually, they're not that bad, but it's worryingly difficult to get Scooby Doo out of your head).

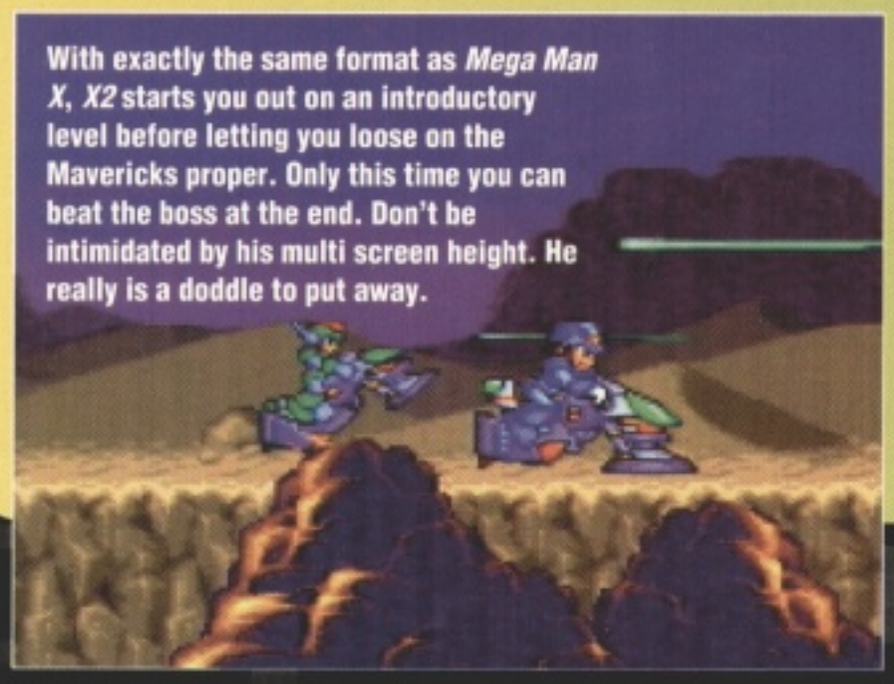


GO! See over the page for our exclusive review of *Mega Man X2* and a preview of *Mega Man 7*!

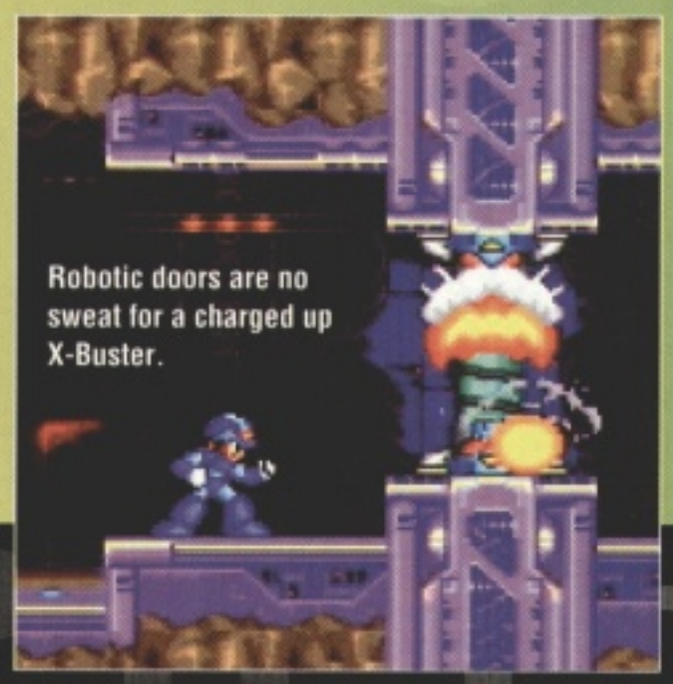
PARALLELS

American Release

Game: Mega Man X2
Publisher: Capcom
Developer: In-house
Price: £50-£60
Release: Out now
Players: 1
Cart ROM: 12Mbit + C4 graphics chip
Adaptor: NTSC only



With exactly the same format as *Mega Man X*, *X2* starts you out on an introductory level before letting you loose on the Mavericks proper. Only this time you can beat the boss at the end. Don't be intimidated by his multi screen height. He really is a doddle to put away.



Robotic doors are no sweat for a charged up X-Buster.

MEGA

Just over a year after his SNES debut, poor old Mega Man X comes down with another bad dose of the Maverick Reploids. Nasty.

Get ready to rumble as the screen literally shakes around you, when the Dinosaur Tank comes to town.

POWER, I NEED MORE POWER!

In common with all the Mega Man games that have gone before, our little robotic buddy (*er... Mega Man* – Ed) gets to nab the weapons of any Mavericks he happens to defeat. These spoils of war range from the extremely powerful (Burner) to the downright pathetic (Crystal).

Although some weapons are far better than others, by the time you're ready to go to Sigma's stage, you'll have them all anyway. Just because you don't want a particular weapon, you can't skip that stage.

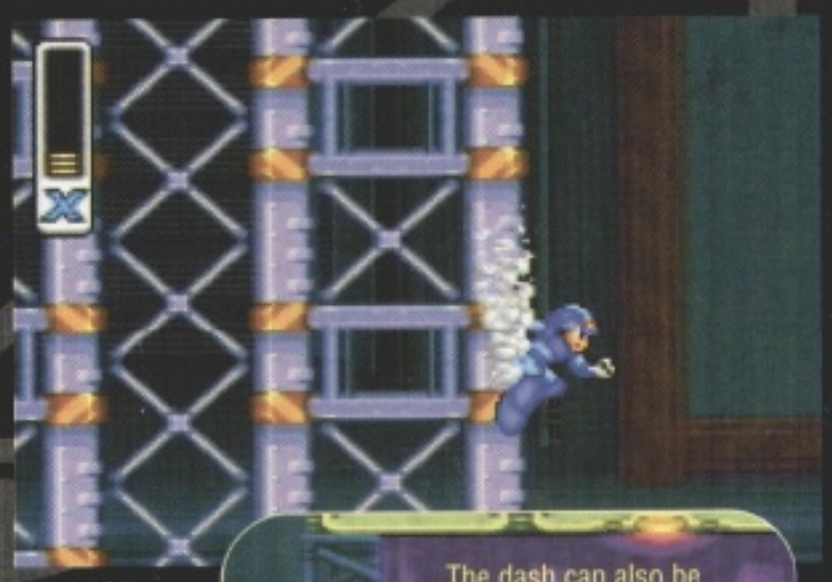
MEGA MAN X2

IT'S BETTER TO TRAVEL

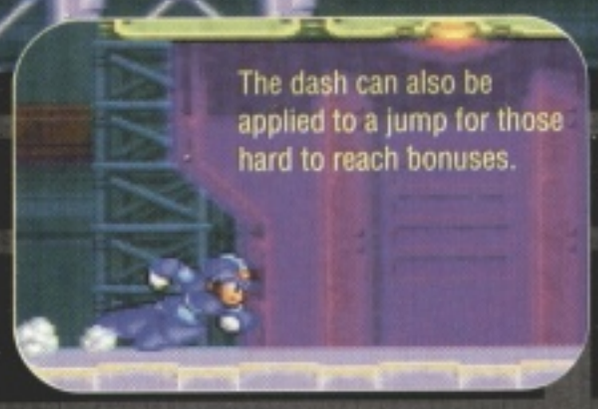
For this adventure, Capcom have seen fit to give Mega Man a new present. In addition to the mobile suit he got in *Mega Man X*, in *X2* he also gets to use a nifty little air cycle. Although it only appears in one level. The suit has better luck, turning up at a couple of extremely opportune moments. These trinkets aren't exclusive to our hero though. The enemy have them as well, and you can expect to meet similarly 'tooled up' opponents whenever you come across these extras.

Don't worry if you crash the first bike, there's another one later on.

The mobile suit is not only handy in combat, but can also be used to smash walls to previously inaccessable areas.



Above: All Mega Man X's abilities, like the wall slide, remain the same (as does the animation).



COUNTDOWN TO ZERO

At various points throughout the game, you'll defeat a boss and receive a part of your old buddy from Mega Man X, Zero. But it's only much later in the game that you'll find out if it's possible to revive your fallen (and disassembled) comrade.

Trust Zero to go and get himself smashed. Robot buddies, huh!

Zy says...

I think the problem we have with reviewing *X2* is that – as many people would agree, I'm sure – I overmarked the first *Mega Man X* game. It was a charming little 16-bit reprise of a successful NES vintage from which I derived a great deal of simple pleasure, especially during those all-night sessions of working late in the *SPlay* offices. *Mega Man X2* is pretty much more of the same.

More of the same indeed, but look at your watch. See that? It's 1995! (Er, you might have to push a button first). And we expect a little extra from our games in the wake of Rare's *DKC* and Ubisoft's no-DSP-just-SNES-guv *Street Racer*. I thought the inclusion of a graphics chip in *X2* might have tempted the Capcom team to try something new, especially in the light of the NES *Rockman* series moving to SNES; but when the game built me up to expect a 3D boss and all I got were some half-hearted wire-frame graphics, you could almost smell my disappointment. The programmers would have been better off keeping quiet about that C4 chip.

Expect to hear all those Capcom arguments again: like *Street Fighter II*, they've failed to come up with any radical new ideas even though (and, perhaps, because) the fans will still support them to the end.

GOING FOR THE ONE

The initial 8 Mavericks can (as usual) be tackled in any order. But as some of the weapons to be won are a lot better than others you'll soon develop an ordered strategy of battle. Or if you're smart, you'll note down the password when you finish a level off and you'll never have to face that Maverick again. Or will you? The claim on the packaging that there are 13 new bosses to defeat beyond the initial 8 is more than a little misleading.

Morph Moth

A junkyard with falling debris and moth possessed robots is what you can expect here.

Flame Stag

Collapsing lava platforms, and general volcanic activity, hence the name, I suppose.

Wire Sponge

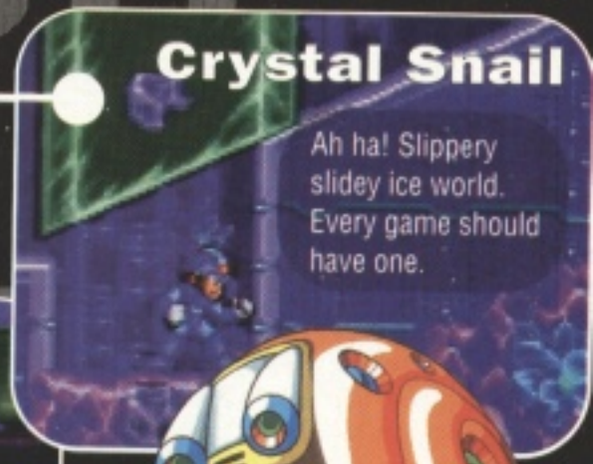
Do battle with the elements in the Weather Control station.

Magna Centipede

Avoid the searchlights at all costs!

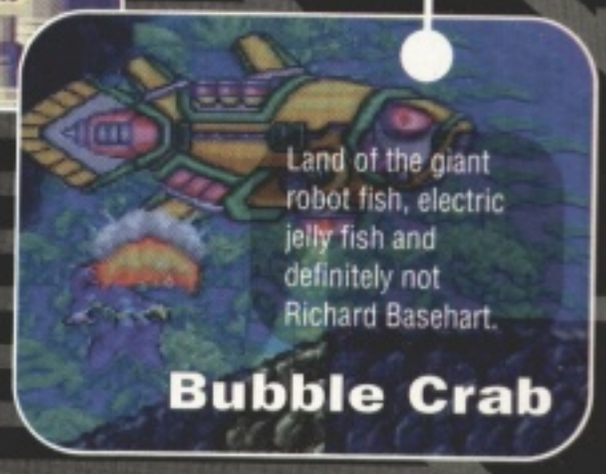
Overdrive Ostrich

Jump on your air cycle, get to the launch pad and stop the rocket!



Crystal Snail

Ah ha! Slippery slidey ice world. Every game should have one.



Bubble Crab

Land of the giant robot fish, electric jelly fish and definitely not Richard Basehart.

Wheel Gator

Fight your way, inside and out, through the giant Dinosaur Tank.

GOOD, BAD OR UGLY?

Suffering from the usual post-xmas lack of software blues, seeing *Mega Man X2* appear was very much like welcoming back a tried and trusted old friend. Sure, he wasn't going to have changed much, but maybe, just maybe he was going to have some new and exciting things to tell you. And sure enough, no sooner have your eyes scanned the back of the packaging than the words 'C4 graphics chip' with its claim of '3D animation' and 'realistic rotation' jump out at you, promising a whole new world of thrills and adventure for Capcom's little blue flagship character.

Uh, oh, bad start. Surely that little wire frame Mega Man head rotating around in the middle of the screen isn't the best this new chip can come up with. That isn't excitement I'm feeling, it's nostalgia for my old Spectrum version of *Elite*. Still, it's early days yet and I'm still prepared to be impressed. However, half an hour later, I'm still waiting for *Mega Man X2*'s all-new hardware to transport me to a new game nirvana. The only other use of '3D' seems to come in the title screen and a mid-way boss on Magna Centipede's stage, where a rather weak wire frame sword poses absolutely no problem at all. And trust me, we've all seen far better scaling and rotation on a number of Konami games and I don't remember *Contra* needing any special chips.

Still, it's not all disappointment. The same tough *Mega Man* gameplay is still very much in evidence, and there are a few new surprises in store. Rising lava inside a volcano and closing walls making you jump for your life all go to make the (as usual) rather shortish levels that little bit more interesting. The Mavericks guarding the end of each stage all seem impossibly hard when you first come across them, but a solid knowledge of the controls (the dash jump, how long it takes you to charge up, etc) combined with a few goes to study their attack pattern will soon see you through. This, with the standard *Mega Man* password system which logs all your power ups as well as level completions will mean that, like its predecessor, it isn't a game that's going to last forever.

If the above all sounds a little bit negative, don't be fooled. This is a superior platformer with plenty of secret bits and pieces to be found before you're finished. The graphics are imaginative, colourful and varied (at least on the bits outside the complexes) and Mega Man X himself is an endearing character, something we in the Western 'contrived super animals' school of design find very hard to do.

I suppose it was too much to hope for that, this, the 13th Mega Man game so far, would differ in format to what has gone before. And I imagine that the forthcoming *Mega Man 7* and the inevitable *Mega Man X3* will all be pretty much the same game with new bosses with silly names. I'm still waiting for a cute cartoon *Castlevania* – with a bit of vision this could have so easily been it. I guess that for all his futuristic appearance, Mega Man's still just living in the past.

● Wil Overton

GRAPHICS	SOUND	GAMEPLAY
85%	70%	82%
GAMELIFE	OVERALL SCORE:	80%
79%		

VERDICT: Although just a slight upgrade to *Mega Man X* does not make a bad game, the potential of a special graphics chip to give the series a new lease of life hasn't been realised. A superior platformer and a good solid game, but, unfortunately, nothing new.

EXCLUSIVE PREVIEW

MEGA MAN 7

Capcom • 16Mbit • March

A mega *Jurassic Park*? Surely an electric fence wouldn't prove any problem for robotic dinosaurs?

In a never-ending quest to create new and wonderful worlds for Mega Man to battle through, *MM 7* brings you... a slippy slidey ice world!

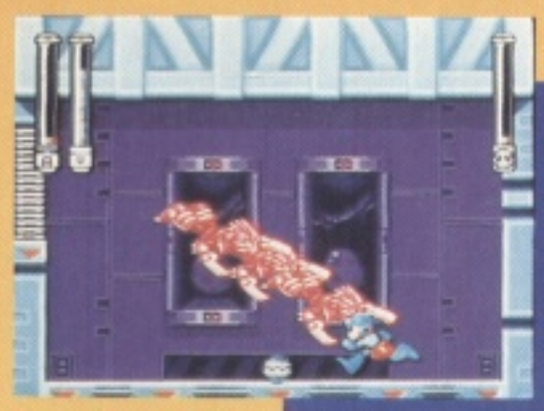
Down but definitely not out. Mega Man encounters yet another of Dr Wily's deadly creations.

Not content with giving the SNES its own version of Mega Man, Capcom have also decided to continue the original NES series on the Super Nintendo.

Mere months after the release of *Mega Man X2* we can expect to see the original robot in blue up against his old foe Dr Wily and his standard compliment of eight themed bosses. As in the NES and Game Boy games, Dr Wily's creations all have names based on their abilities (as opposed to the X series where Sigma's Mavericks were all themed on animal forms). In *Mega Man 7* you can expect to find yourself cursing, amongst others, Freeze Man, Cloud Man, Turbo Man, Spring Man and Junk Man. There's also a supporting cast to aid and hinder Mega Man in his battles. Rush the robotic dog is back, with various attachments to help you along. Springs pop out of his back allowing you to reach those previously in accessible platforms and he can even transform into a handy rocket sled! (Mega) Man's best friend if ever there was. There's a new Zero type character who, in Japan, seems to go by the name of Bruce (well, maybe the Japanese find it exotic), and even a dark Mega Man, complete with evil robo-hound.

Despite a hike in cartridge size to 16 Mbits, making it even bigger than *Mega Man X2*, *Mega Man 7* doesn't seem to include the new C4 graphics chip that X2 boasts. So don't expect a revolutionary new style of gameplay. This is strictly an NES *Mega Man* given a new coat of SNES paint. But with over 2.5 million *Mega Man* cartridges sold to date, would Capcom be wise to tamper with such an obviously winning formula?

***Mega Man 7* gets its Japanese release this month, with a US version appearing before Summer '95. For many Western fans of the character, it may introduce a new problem: should I buy X2, or should I buy 7?**



Above: Only a dash boost can save you now, Mega Man.

Mega Man 7 provides even more bizarre means of transport for our hero. Why can't he use the bus like everyone else?

Boost Man attempts to stop Mega Man continuing any further.

Left: Mega Man takes to the skies to try and stop Cloud Man from ruining his day.

Right: It's bubbles ahoy in another Mega Man/strange name boss scenario.

Left: Mega Man, Dr Light and Rush face off against their arch nemisis and general troublemaker – Dr Wily.

For the first time in many years Nintendo is back in the arcades. Supposedly using the hardware that will become the successor to the Super Nintendo, will the Ultra 64 really be worth the wait?

KILLER INSTINCT
ULTRA 64 SPECIAL

Killer Instinct is a vitally important title for Nintendo. The first Ultra 64-designated game, the racer *Cruis'n USA*, might not have turned heads, but it was always intended to play second fiddle to flagship title *Killer Instinct*. According to Nintendo of America's Howard Lincoln, the arcade game would be dazzling enough to make people want an Ultra 64 in their own home. Now that you're versed in the background of U64 (see Super Express), don't you want to know how *KI* plays?

Combos

For many months now we've been promised a game that contains 22 hit combos and more. For any *SFII* player who's taken the time and effort to master a five hit combo, it might have struck a rather cynical chord: the hardcore fanzines in particular have been buzzing with unqualified criticism of the idea. Now that we've concentrated on *KI*'s gameplay, we're in a position to offer our own opinions.

The combos in *KI* are unlike those in *SFII*. They still require a great deal of learning and honing, but pull off the correct moves to perform an Ultra combo and you'll initiate a sequence of events that happens pretty much automatically. You can stand back and watch the combo take place. There are also related combo buttons that can be used to capitalise on a combo animation: hitting fierce kick within a Chief Thunder combo will produce a double knee hit, for example. Ending a combo with an uppercut can also set up your opponent for an unblockable projectile hit on their descent.

But this is where the original notion of a Combo Breaker enters the equation. It's wise to master the Combo Breaker (and it does take absolute mastery) for your chosen character, because it gets you out of any long combo used against you.

In *KI* terms, a combo is no longer an unbreakable, unblockable sequence of attacks. What's more, successful use of a combo breaker gives you a power advantage for the rest of the bout.

Jago: the meditative martial arts warrior monk, is *Killer Instinct*'s answer to Ken and Ryu.

Killer Instinct could be in an arcade near you, right now. Look for the distinctive *KI* logo.

Below: Fulgore stands before the drawbridge on Saberwulf's home stage, a spooky castle.

CAREFUL WITH THAT AXE, EUGENE

What innovation did *Mortal Kombat* bring to the beat-'em-up genre? Finishing moves. Taking a leaf out of *MKII*'s leatherbound, bloodstained book, *Killer Instinct* possesses several fatalities for each character. These range from the usual decapitations and impalings, through 'humiliations' – where defeated characters are made to perform silly dance moves – to some truly bizarre and often amusing methods of disposal.

Left: Orchid unzips and bares all to Jago, who promptly dies of heart failure.

'Alas, poor Yorick...' Animated sequences introduce the game's nasty reprobates.

Here's the character select screen. And that's pretty much it, really.

Right: walk away from your partner and the screen zooms out to fit you both in view...

Fireballs take half an hour to cross the screen at this distance apart (below).

Having been rendered senseless, Orchid swags back and forth on the brink of collapse. Native American Chief Thunder shakes his chopper and lights her up with a Rain Dance fatality.

Whilst Saberwulf staggers, Fulgore twists his own head...
... and pulls it off entirely! Leaving a strange hole...
...from which a curious piece of machinery unfolds.
Ah. That'll be his 'bloody great machine gun' head, then.

TJ Combo was standing on the left of the screen just two seconds before.Now only his smoking boots remain. Notch up another win for Chief Thunder.

CLOSE TO THE EDGE

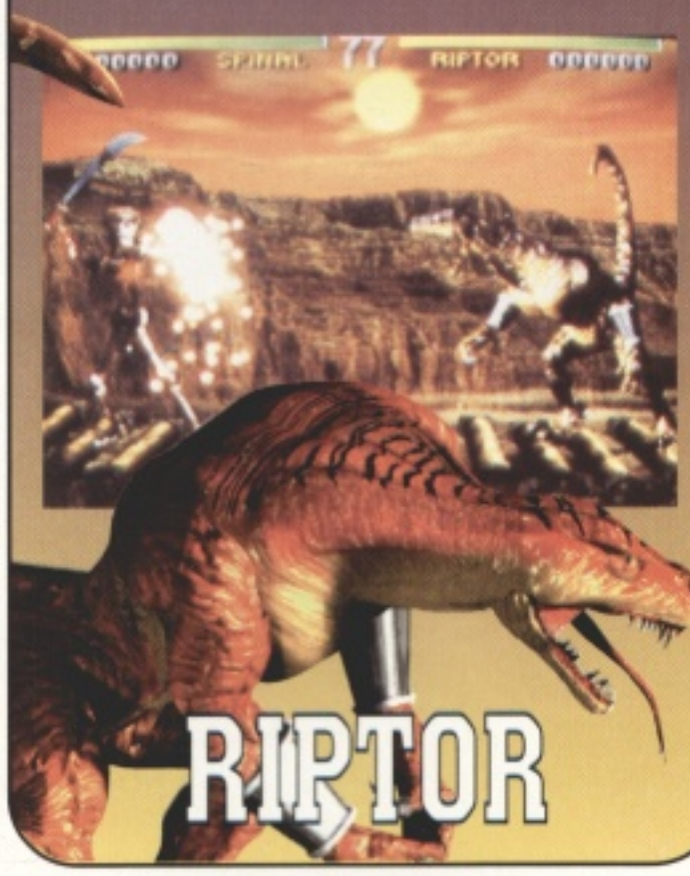
Score a 'Ring-Out!' on the secret sky level and *KI* comes into its own with a pre-rendered animation of the hapless victim suddenly made aware of their own gravitational attraction. Wile E Coyote couldn't have made a better impression, quite frankly.

KILLER INSTINCT • ULTRA 64 MOVES GUIDE

Flaming Phoenix: B, DB, D, DF, F Kick
Spinning Tomahawk: Charge B, F Punch
Flying Mohawk: F, DF, D, DB, B Punch
Tomahawk Dive: (In the air) F, DF, D, DB, B Fierce punch
Combo Breaker: D, DB, B Medium punch
Rain Dance Fatality: D, DF, F Fierce punch
El Guapo Fatality: F, D, DB Fierce Kick
Ultimate: F, DF, D Medium kick
Ultra: Charge B, F Quick punch

THUNDER

Fireball: D, DB, B Punch (works in air)
Tail Slap: F, DF, D, DB, B, Fierce Kick (works in air)
Fire Breath: F, D, DB Fierce punch
Dash: Charge B, F Punch
Leaping Talons: Charge B, F Kick
Spinning Tail: F, DF, D Kick
Combo Breaker: Charge B, F Fierce kick
1st Fatality: B, DB, D, DF, F Medium punch
2nd Fatality: B, B, DB, D, DF, F Medium kick
Ultra: Charge B, F Quick kick



RIPTOR

Laser Shuriken: D, DF, F Any Punch
Cougar Morph: Charge B, F Punch
Helicopter Kick: Charge B, F Kick
Backflip Kick: B Fierce kick
Helicopter Blade: F, DF, D, DB Medium punch
Spinning Slash: F, DF, D, DB Fierce punch
Combo Breaker: Charge B, F Fierce kick
Carry On Fatality: B, B, F, F Quick punch
2nd Fatality: F, DF, D, DB, B Quick kick, Fierce kick
Ultimate: F, DF, D Medium kick
Ultra: Charge B, F Medium punch
Humiliation: B, DB, D, DF, F Fierce punch

ORCHID

Shoulder Slam: Charge B, F Punch
Morph Port: B, DB, D, DF, F Quick kick
Morph Punch: B, DB, D, DF, F Fierce kick
Snowball: D, DF, F Punch
Ice Pick: F, DF, D Quick punch
Combo Breaker: B, DB, D, DF, F Quick punch or Charge B, F Fierce punch
1st Fatality: B, B, B Fierce kick
2nd Fatality: B, DB, D, DF, F Medium punch
3rd Fatality: F, DF, D, DB, B Medium kick
Ultimate: F, DF, D, DB, B Quick punch
Ultra: Charge B, F Fierce punch

GLACIUS

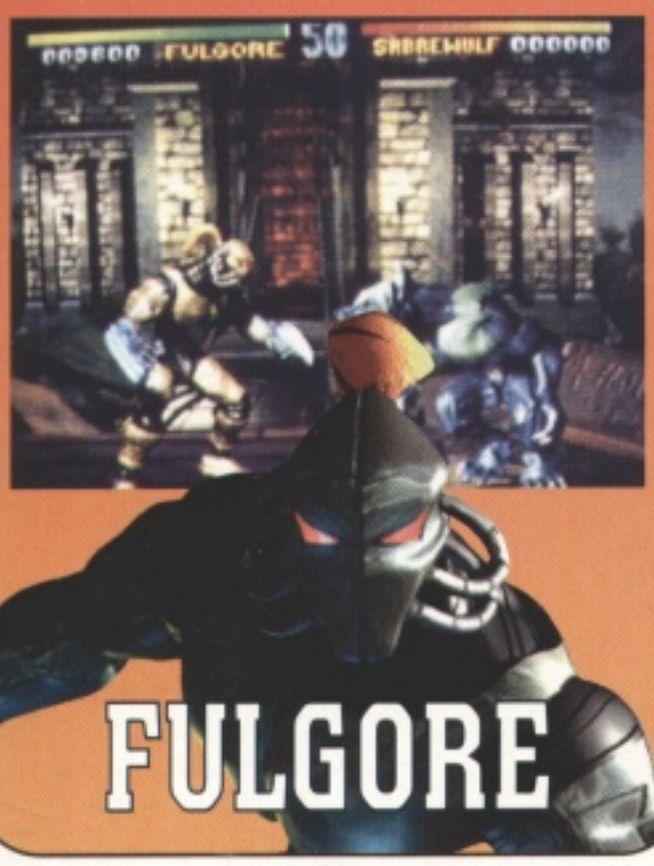
Spinning Claws: Charge B, F Punch (press punch repeatedly for multiple hits)
Rolling Claw: Charge B, F Quick kick
Uppercut Dash: Charge B, F Medium kick
Leaping Lunge: Charge B, F Fierce kick
Flaming Bat: D, DF, F Punch
Howl: F, DF, D Fierce kick (why?)
Combo Breaker: Charge B, F Medium kick
Claw Fatality: B, B, B Medium kick
2nd Fatality: B, B, F Medium punch
Ultimate: B, DB, D, DF, F Fierce punch
Ultra: B, F Quick kick
Humiliation: F, F, F Quick punch

SABREWULF

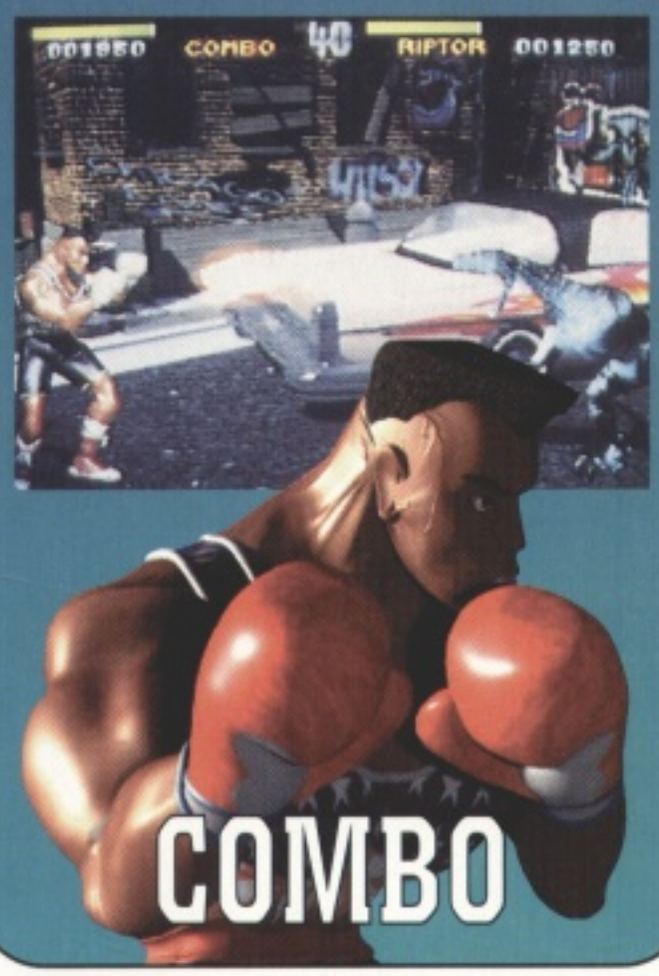
Inferno: F, F Kick
Flaming Comet: F, F Punch (works in air)
Flaming Palm: B, B Quick punch
Flip Kick: F, D, DF Kick
Invisibility: F, DF, D, DB, B Fierce punch
Anti-projectile: F, DF, D, DB, B Medium punch
Combo Breaker: F, D, DF Medium kick
Melt Fatality: B, B, B Medium punch
Second Fatality: B, DB, D, DF, F Quick kick
Ultimate: F, DF, D, DB, B Medium kick
Ultra: Charge B, F Fierce punch
Humiliation: F, DF, D, DB, B Medium kick

CINDER

Aura Bolt: D, DF, F Punch
2 Aura Bolts: B, B, DB, D, DF, F Punch
3 Aura Bolts: F, B, B, DB, D, DF, F Punch
Teleport (Far): B, D, B Kick
Teleport (Near): B, D, B Punch
Claw Uppercut: F, D, DF Punch
Projectile Reflection: D, DB, B Punch
Electric Slide: Charge B, F Kick
Eye Bolt: F, DF, D Fierce kick
Combo Breaker: F, D, DF Fierce punch
1st Fatality: B, DB, D, DF, F Fierce kick
2nd Fatality: F, D, DB Fierce punch
Ultimate: F, DF, D, DB, B Medium kick
Ultra: F, D, DF Quick punch
Humiliation: B, DB, D, DF, F Medium kick

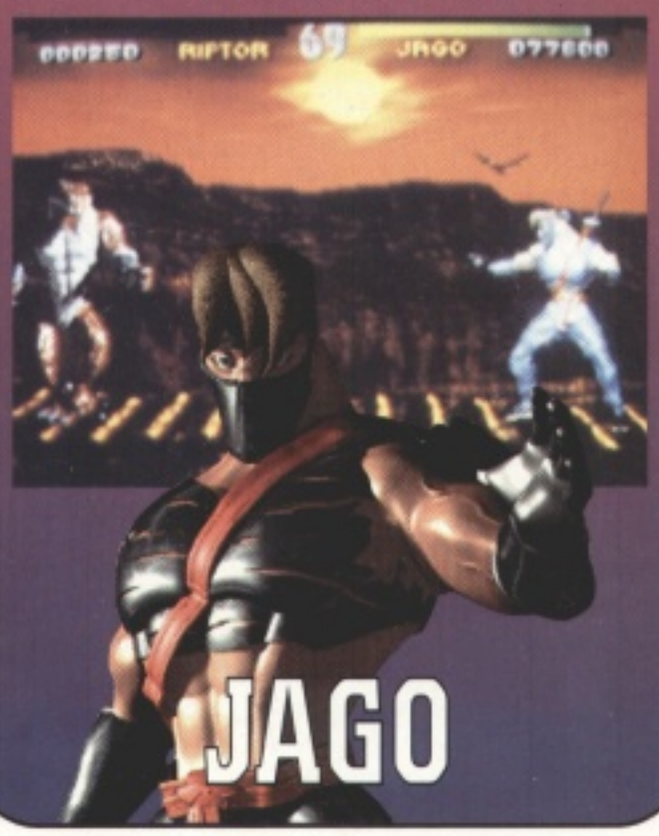


Swinging Backfist: Charge B, F Quick punch
Rolling Punch: Charge B, F Medium punch
Lunging Punch: Charge B, F Fierce punch
Short Flying Knee: Charge B, F Quick kick
Vertical Flying Knee: Charge B, F Medium kick
Long Flying Knee: Charge B, F Fierce kick
Winding Uppercut: Hold Fierce punch, B, D, release Fierce punch, press Fierce Punch
Combo Breaker: Charge B, F Medium kick
1st Fatality: B, F, F Medium punch
In yer face fatality: F, DF, D, DB, B Fierce kick
Ultra: Charge B, F Fierce punch



Absorb Projectile: Hold B, Hold Quick punch
Shield Charge: F, F Punch
Teleport (front): D, D, D Fierce punch
Teleport (back): D, D, D Fierce kick
Glowing Blade: Charge B, F Medium punch
Flaming Skull: D, DF, F Punch (after blocking a special move with Absorb Projectile)
Slide: D, Fierce kick
Combo Breaker: D, D, D Medium punch
Grave Fatality: B, B, B Medium kick
2nd Fatality: F, B, B, F Quick kick
Ultra: B, DB, D, DF, F Fierce punch
Humiliation: B, DB, D, DF, F Fierce kick

Endoku Ken (Fireball): D, DF, F Punch
Uppercut (Dragon Punch): F, D, DF Punch
Flying Heel Kick: D, DB, B Kick
Blade Swipe: F, DF, D Fierce punch
Combo Breaker: Charge B, F Fierce kick
1st Fatality: B, F, F Quick punch
2nd Fatality: B, B, F, F Medium punch
Ultimate (Only during combos): D, DF, F Fierce punch
Ultra (Only during combos): F, DF, D Quick kick
Humiliation (Only if you're on a green energy bar): F, DF, D, BF, B Medium kick
Killer 13 hit combo: F, D, DB, Fierce kick, B, Medium kick, F, D, DB, Fierce punch, B, Medium kick, F, D, F, Fierce Punch



THE VERDICT

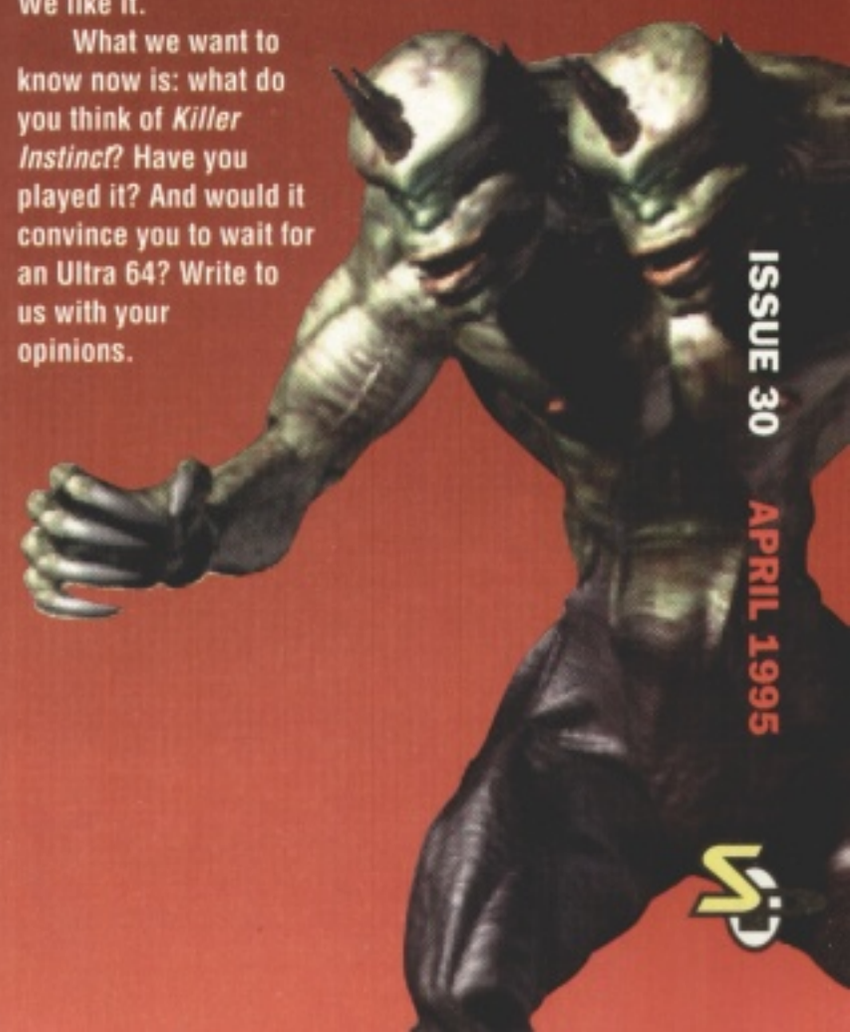
Smooth graphics and rib-shaking sounds mean little if they're not backed up by a solid playable gaming experience. In the beat-'em-up field it's especially difficult to get every factor spot-on: the feel and the weighting of the characters, the solidity of the hits, the clarity of the contacts and an intuitive joystick/button combination for learning the special moves must all be perfected and co-ordinated to create a seamless engine.

Super Play's beat-'em-up aficionado and occasional sparring partner Gary Blake gave the coin-op a thorough testing before giving us his verdict: "the graphics and sound (both music and effects) of *Killer Instinct* are unsurpassed. The large sprites are in an *SFII* style, but without contact flashes it's more difficult to get to grips with the timing of moves and very often both players end up just blocking. Quite wisely, as it happens, since the first person to get hit is often the first to die. Queue up a couple of 22 hit combos and those energy bars vanish without a hope. *Killer Instinct* provides great one-player fun until beaten, and Eyedol makes sure that isn't easy. An ideal arcade game, in the truest sense: you'll keep pumping in the cash until you've seen all of its secrets."

Fellow journalist Andy Lowe summed it up best with the expression that he was 'tired of scientific *Streetlighter* players': his point being that, whilst the game didn't have the gargantuan depth of *SFII*, it was a lot more fun in many respects. A novice could walk in and stand a chance against a practiced master with a bit of luck and surprise. Besides, after 'X', who wants another *SFII* game? *SFII* is the king of its field and it's no disrespect to want something different, something new. *Killer Instinct* is an energetic move forward without completely alienating *SFII* fans.

Nintendo's first pummelfest has an in-yer-face intensity that's all too often missing from other, carelessly-assembled, fighting games. It may not enter radically new territory, but it reminds you of what competitive fighting games are all about. Even so, the violence is tempered by a strong sense of humour, a dash of silliness and even – yes! – an air of British eccentricity at times. Excellent stuff from the team at Rare. We like it.

What we want to know now is: what do you think of *Killer Instinct*? Have you played it? And would it convince you to wait for an Ultra 64? Write to us with your opinions.



SEA QUEST DSV

The Speeder is equipped with a dead handy heat-seeking missile. This is definitely the craft to use when there are loads of enemies about.

UK Release

Game: Sea Quest DSV
Publisher: T•HQ
Developer: Malibu Games
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit

The TV programme was dubbed Voyage to the Bottom of the Ratings. Luckily the game doesn't give you that same sinking feeling...

It's a pity that the main sprite looks like a concrete slug. The enemy ships look much better. It's almost a shame to blow them up.

In this mission the Crab's grabbing arm proves useful for retrieving supplies.

The Speeder deals with pirate raiders who are looting a sunken oil tanker.

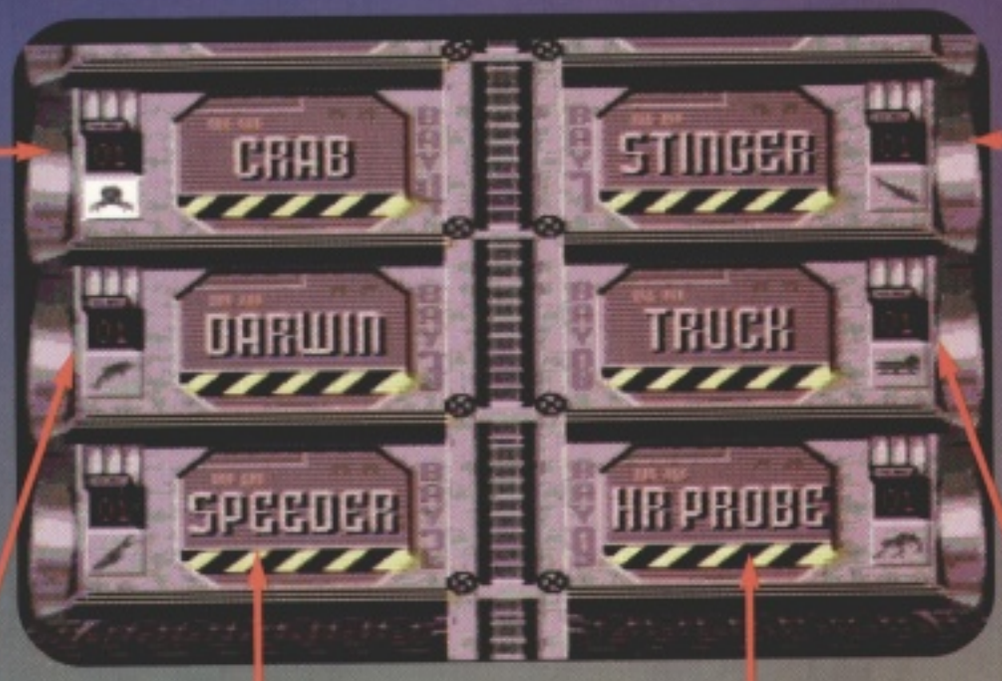
The SeaQuest has been hit! Cue red lights and lots of extras suddenly leaning to the right.

The SeaQuest arrives at another trouble spot. This city is having problems with its security system. Send in the dolphin..

The truck is a bit slow and hard to control but plasma torpedoes mean that it can take care of itself.

Who needs Ecco when we've got Darwin?

A SUBMERSIBLE FOR EVERY OCCASION



CRAB

A multi-functional mining and recovery vehicle with manipulator arms. Its thruster jets are also useful for clearing away sediment. It's a bit slow, though, and hasn't got any weapons.

STINGER

Looking like a mechanical shark (it moves by flapping its mechanical tail), the stinger is actually a one-person attack craft. Very fast and manoeuvrable, it also has a built-in plasma weapon.

DARWIN

The only star of the show to make it into the game (presumably because dolphins don't have an actors' union) Darwin the talking dolphin is dead fast and can be used to flip switches.

SPEEDER

This is a fast, heavily armoured – and heavily armed – transport and defence vehicle. It is even equipped with heat-seeking plasma missiles. Use this baby to deal with pirates.

HR PROBE

An unmanned, remote-controlled exploration craft, the HR Probe is equipped with a welding arm and can also be used to flip switches. The hydro-pulse laser is not to be sniffed at either.

TRUCK

The Ford Transit of the submersible world – if Ford Transits were armed with energy plasma torpedoes and mines. Like the Crab, the truck has mechanical arms for picking up objects.

GOOD, BAD OR UGLY?

When people called *SeaQuest DSV*, 'Spielberg's sub drama' it wasn't entirely clear whether they meant 'sub' as in submarine, or sub-standard. It certainly submerged in the TV ratings. With talking dolphins, leaky old plots, murky special effects and a submarine that looked like dead jellyfish, it was a recipe for disaster.

So when T•HQ, famed for dodgy licences (*Ren and Stimpy*, *Home Alone* and other furniture-hopping delights), produce a SNES game based on the series, the whole venture seems doomed to a watery grave.

But, hang on a mo', o ye of little faith (I can say that now – I've played the game). This ain't at all bad. It's certainly got its bad points – there are plenty of isolated annoyances that'll have you shouting, 'Shiver me timbers!' (or words to that effect) but the overall concept is pretty watertight.

The game takes the form of a series of missions which take place in several oceanic regions. You patrol the regions in the SeaQuest, engaging in battle with enemy ships, and dealing with missions as they're assigned to you.

When you get to a mission site you need to send out specialised vehicles to carry out the necessary tasks. Only one can be used at a time and you have to decide which one best suits each individual task. Missions include things like repairing leaking tankers, disposing of toxic waste and shutting down nuclear reactors and the action can vary from straightforward shoot-'em-ups to complex arcade puzzley-type affairs.

You have to keep an eye on your funds as well. Every missile, mine, torpedo and vehicle costs money to replace. There's nothing more embarrassing than facing an enemy undefended because the bank manager won't increase your overdraft. Luckily successful missions are well rewarded.

So, the basic structure of the game is a welcome alternative to the stale platformers licences usually turn into. The variety of the missions, the sedate shoot-'em-up-style patrol sections and the economic headaches combine into an unusual and reasonably intriguing slice of gaming action.

But, to be honest, it's pretty tame stuff. The action never really lets rip, and the puzzles are hardly the most intellectually-stimulating mental problems you'll ever come across. The gameplay is engaging, sure, but it never grabs you like a giant octopus tentacle in a '50s B-movie (but since the actors usually had to wind those rubber tentacles around themselves, perhaps that's a little unfair...)

And then there are those few-too-many minor annoyances – missions where the objective isn't clear, moments when you need ridiculously accurate timing, not enough Save Game points... these are just a few. None of them are debilitating in themselves, but together they do leave a lingering bad taste (which, you'll be glad to hear, isn't a cue for a bad fish gag).

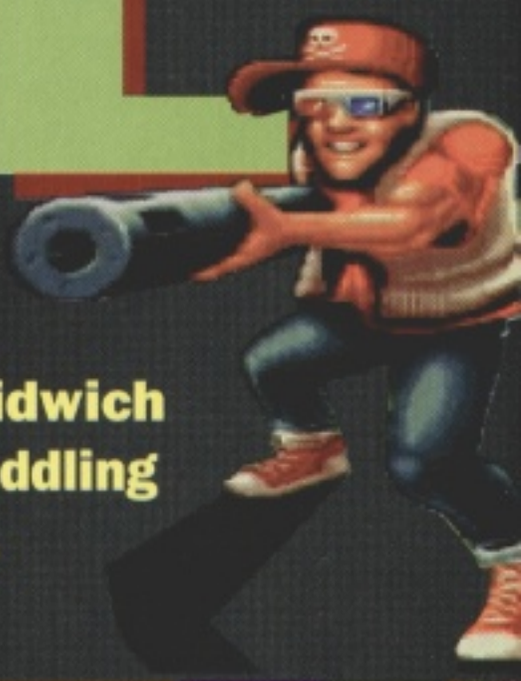
So, there's the germ of a really good game in here, but it never quite gels. Perhaps with a bit of playtesting – to eliminate those irritating faults – and a bit more imagination – to come up with some stormingly, pulse-pounding missions – it could have been a truly great game. Still, at least it gives us hope that T•HQ's forthcoming *Akira* won't be the damp squid everybody's predicting.

●Dave Golder

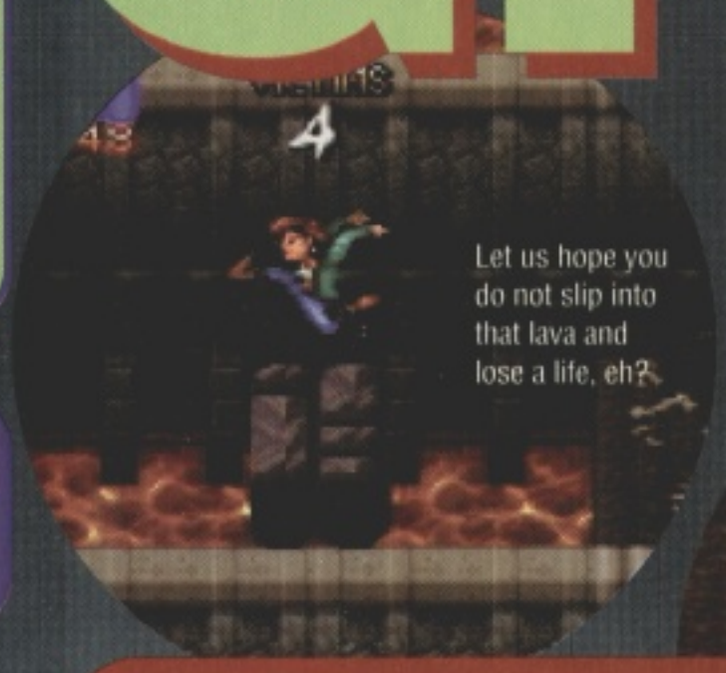
GRAPHICS	SOUND	GAMEPLAY
79%	72%	75%
GAMELIFE	OVERALL SCORE:	
73%		74%

VERDICT: Despite its fair share of minor annoyances that threaten to scupper it, *SeaQuest* just about stays afloat, providing an appealing mix of (sedate) strategy, shoot-'em-up and sim action.

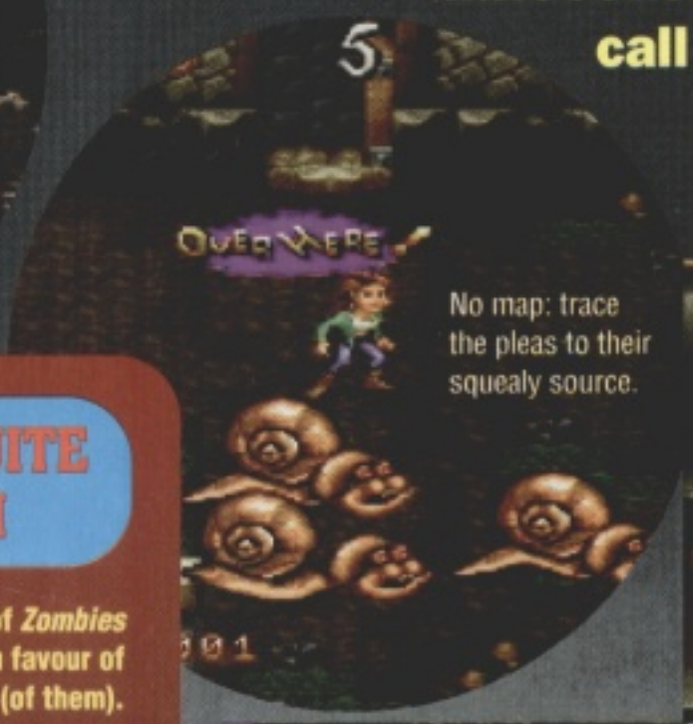
GHOUL



Project foul epithets at revolting zombies as, once more, the largely innocent denizens of Midwich call upon your befuddling powers of lore.



Let us hope you do not slip into that lava and lose a life, eh?



No map: trace the pleas to their squealy source.

The zombies are genuinely revolting. EMPLOY A SECOND PLAYER TO DESTROY THEM.

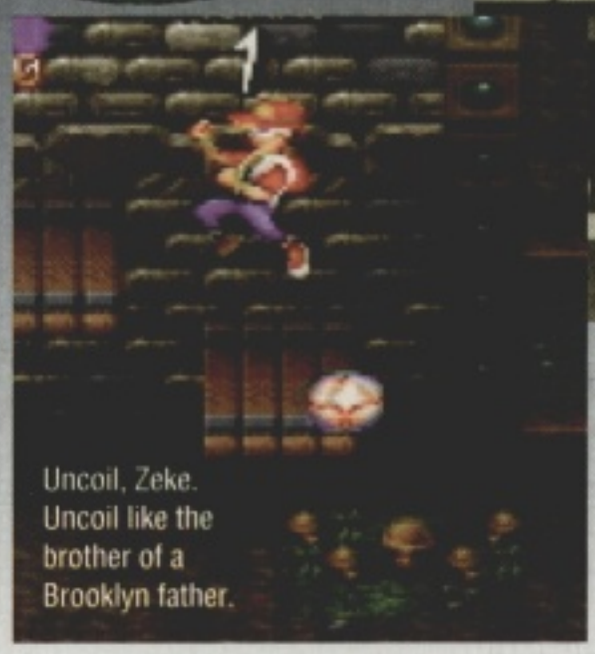
BUT, I FEAR, NOT QUITE CLEVER ENOUGH

The slyly-integrated hardbloke monsters of *Zombies Ate My Neighbors* have been jettisoned in favour of obvious bosses. Here are all but one (of them).

The invincibility potion does for this chap.

You want the invincibility potion here.

The invincibility potion scuppers this fiend.



Uncoil, Zeke. Uncoil like the brother of a Brooklyn father.

The path to inner peace and understanding is replete with dangers. Strafe elderly sages to teach them so.

UK Release

Game: Ghoul Patrol
Publisher: JVC
Developer: Lucas Arts
Price: £40
Release: Out now
Players: 1 to 2
Cart ROM: 8 Mbit

Vertiginous Paupsibophobia: the fear of being trapped on a rooftop with a beggar amid the reunion of disinterested triplets.

PATROL

GOOD, BAD OR UGLY?

It's just like *Total Carnage*, is *Ghoul Patrol*. You'll recall that when the sequel to *Smash TV* was released, riots left 18 dead as people realised the follow-up was nowhere near as accomplished as its fabulous predecessor. But in a trice players acknowledged it was in fact a fair game in its own right and everyone looked sheepish about the whole thing for days afterwards. *Ghoul Patrol*, despite JVC's best efforts to bamboozle you otherwise (no mention of its parent is made in either manual or game, and, oddly, sister Julie has become Zeke's 'best friend') is, of course, the sequel to the agonisingly unappreciated *Zombies Ate My Neighbors*.

The pace of everyone's favourite *Gauntlet*-y monster game has changed somewhat from its original babbling urgency, with most of the player-chasing creatures replaced with packs of blind floating things that move diagonally until they hit something and reflect off at an angle. Although the sequel retains the immensely annoying 'not my fault' fault where monsters are triggered by your running past (even if they're in a locked room, or behind a wall or something) and so can spot and kill a 'neighbor' without any hope of you stopping them, losing all your 'neighbors' (and therefore, prematurely, the game) is unknown as the victim stock is replenished with each new level. Consequently it's a more sedate affair, with plenty of time to explore and stock up on weapons, instead of constantly being so nervously wired as to bite people's arms off when they ask how you're doing.

The fun of *ZAMN* was spotting all the films the game pastiched, but, regrettably, *Ghoul Patrol* uses instead a lacklustre time-travel plot encompassing 1985 Americanville, ancient China, the pirate-era Caribbean, Arthurian England and Hell. The monsters are an unimaginative bunch (knights, samurai, demons and the like) and, ill-advisedly, the game breaks up its levels into blocks of four sub-screens followed by a boss easily beatable with the invincibility potions you've had no need to use during the level proper.

The shockingly quickly-reached last level is disappointingly unexciting, and the final encounter with the Big Cheese is, frankly, dull. And, inexcusably, there are none of the secret bonuses or craftily-concealed levels that made the first game so enjoyable to come back to.

And yet, folks, *Ghoul Patrol* is – yes! – a fair game in its own right. Your new 'jump' power has lent the levels a more puzzley air, with seemingly unreachable ledges (take a circuitous route), missing keys (leap over that corridor-blocking table) and oddly-perspectived storeys (fire your gun to check you're in line) entertainingly complicating the giant mazes.

It's as fun as *Gauntlet* ever was. The animation is beautiful and the sound almost impossibly good. There are occasional bursts of unpredictable brilliance (examine the suddenly ferocious trees and Frogger take-off in the first level) and the two-player mode is an entirely different and magnificently squabbly game. Similar to (but far more than) *Total Carnage* before it, I found myself reflecting that *Ghoul Patrol*'s debatable shortcomings stood out only because its prequel was so overwhelmingly fantastic. A terrific couple-of-hours killer.

● Jonathan Nash

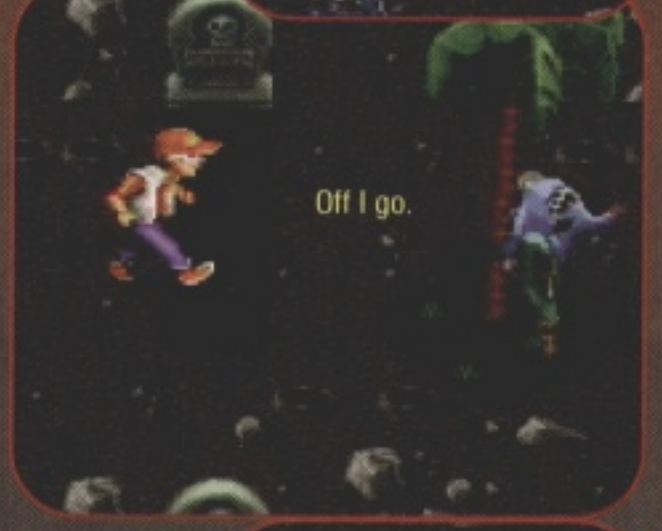
GRAPHICS	SOUND	GAMEPLAY
90%	90%	80%
GAMELIFE	OVERALL SCORE:	82%
75%		

VERDICT: A gigantically entertaining, if small, silly-*Gauntlet* with impeccable presentation; a slightly disappointing sequel to *Zombies Ate My Neighbors*. The solution is elegantly simple: buy both games.

THAT'S ONE SMALL STEP FOR A... OOYAH!

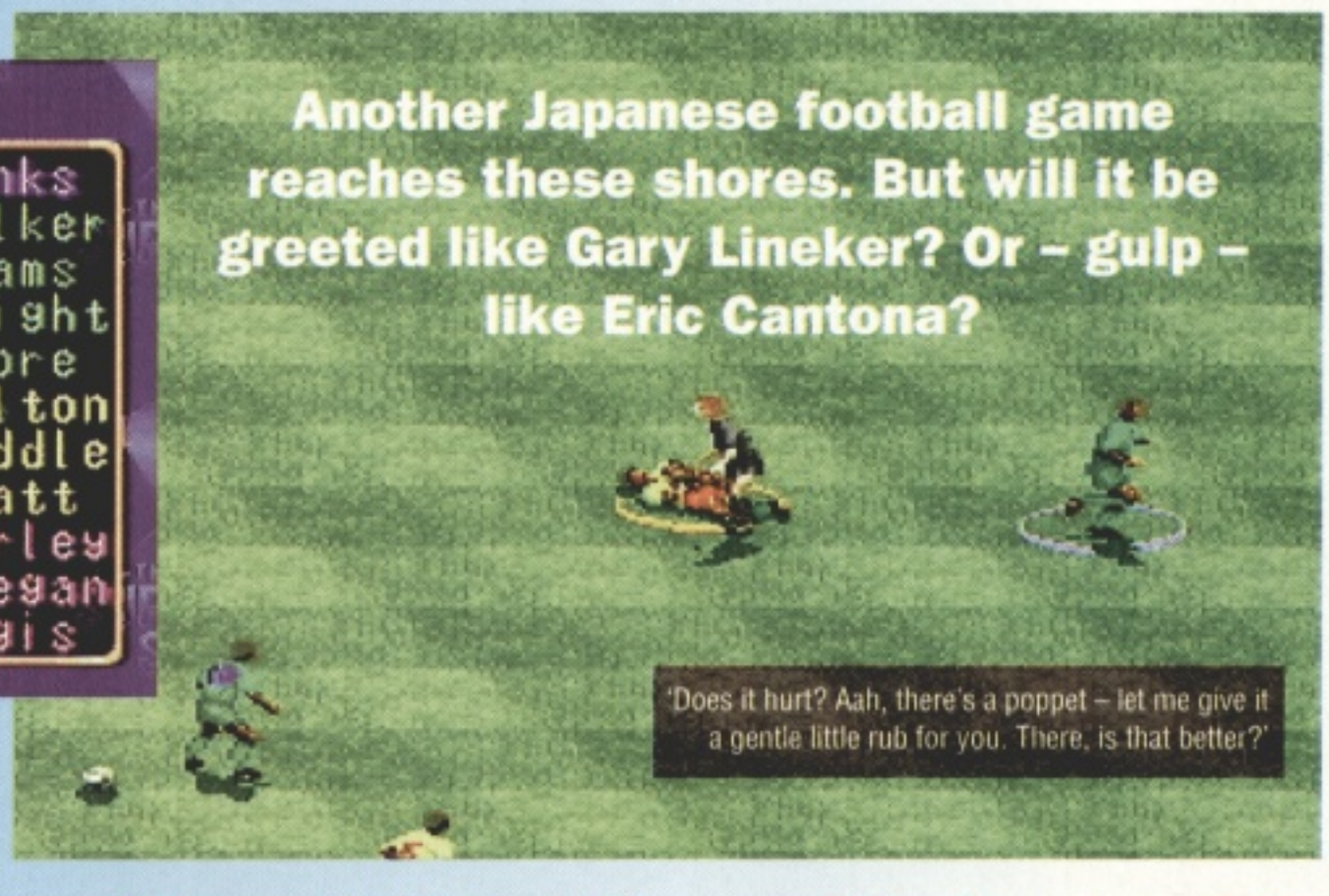
A truly atrocious feature of *Ghoul Patrol* is the kill-you-instantly holes in the floor. Yes indeed, you can now lose a life merely by stepping on just another bit of the landscape. Cheers.

Here I am, for example, in a graveyard in the Caribbean. A zombie lurks below, so I shall escape to the right.



But – oh no! – it appears that the grave is really a bottomless pit. I fall to my death. Cheers.

Of course, being an international game, it features all of the world's top clubs. Including England, of course, featuring such stars as, er, Kevin Hoddle, Joseph Platt and Terence Keegan.


Another Japanese football game reaches these shores. But will it be greeted like Gary Lineker? Or – gulp – like Eric Cantona?
'Does it hurt? Aah, there's a poppet – let me give it a gentle little rub for you. There, is that better?'

SUPERSTAR SOCCER

UK Release

Game: International Superstar Soccer
Publisher: Konami
Developer: In-house
Price: £49.99
Release: Out now
Players: Two
Cart ROM: 16 Mbit +BB
Adaptor: NTSC only

Before kick-off, a coin is tossed. IT IS THE LAW.

Can the Germans maintain their lead against a Bulgarian team fielding players made of TNT? Who knows? Oh, it's all so very open-ended.

Below: Nigeria were early supporters of the pegs-as-players movement.

It was around this time of day that Gerald went to call for his little friend, Bertram the Earthworm.

THE COMPETITION

The SNES has a heavily saturated football game market, even rivalling that of the Amiga. But apart from Konami's fine showing, what else is there?

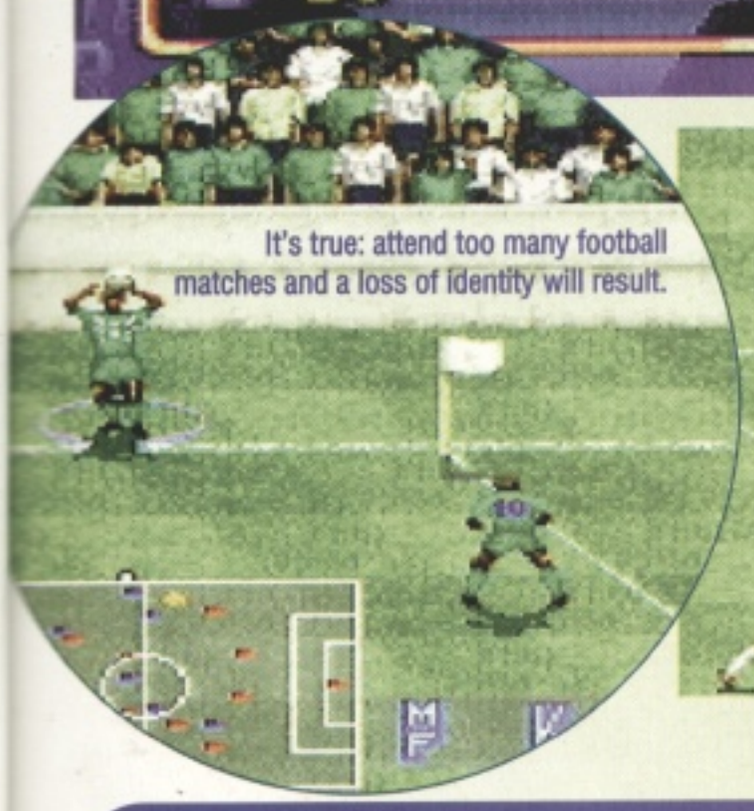
There's *FIFA*. Not a bad game at all, but ageing.

Elite's *Striker* series, although limited, is good fun.

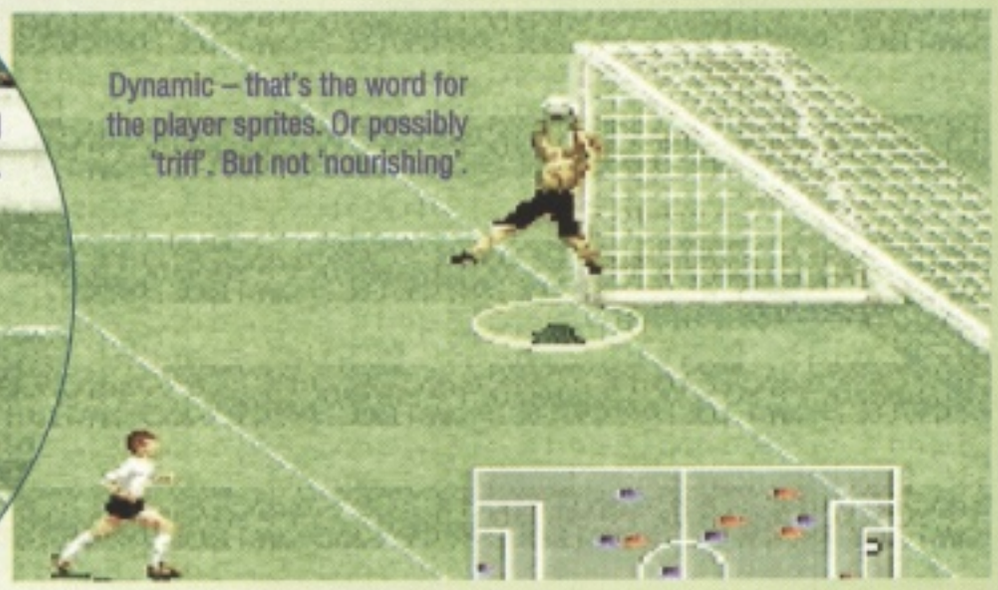
And *Kick Off 3*, which *should* be out by now.

Finally, there's Amiga-owners' fave, *Sensi*.

Zy offers to help out with getting shots of the game, and look at the mess he makes. Gah!



It's true: attend too many football matches and a loss of identity will result.



Dynamic – that's the word for the player sprites. Or possibly 'triff'. But not 'nourishing'.

PERSONALITY

Nobby Stiles? Gazza? Tommy McSideburns? Nah, the players in *International Superstar Soccer* have got more personality than that lot put together...

They'll kneel to adoring followers.

They'll look all dejected upon defeat.

They'll realistically tie up their bootlaces mid-match.

And even form an aspiring two-man acrobatic team. Yes.

GOOD, BAD OR UGLY?

How I wish that *International Superstar Soccer* had been released along with the slew of other footy titles last summer. It sure would have my trying to pick a winner among them a heck of a lot easier. Because it's the best football game on the SNES, you see: the sort of game you want to wine and dine and, well, take round and introduce to your parents – it's that good.

Now that I've laid all my cards on the table, I'll outline why it sends the others home crying. First, and most importantly, is the way it plays. It's obviously out of the same mould as Capcom's *Soccer Shootout*, ie a coin-op style effort. The side-viewed pitch, therefore, leads to action that's harder to follow from the outset than, say, *Striker* or *Sensible*. But throw any preconceptions you may have about the limitations of this format out of the window right now – I certainly had to. It's Konami's carefully tuned control method that sees it through: the intelligent passes, headers and vollies mean that working the ball between your team members feels smoother than Zy's scalp, and not disjointed like so many Japanese efforts. You'll have to treat playing with care at first, though, because it's all too easy to run around chopping legs in two, starting a card collection into the bargain. Learning to time tackles is all part of the game's appeal.

Then there's the inevitable Konami flair that's evident in the way it looks. These players, to coin the most overused and meaningless soccer term ever, show a lot a character out there. From the Colombians' orange mop-tops, to the Baggio-style ponytail sported by one of the Italian forwards, to the many and varied skin tones that give the game a truly international feel it emits atmosphere like a sweet perfume. And then there's their behaviour which I've yet to see anyone *not* marvel at during play. Score a goal and your players congregate around the corner flag, the scorer dropping to his knees, arms raised in elation. Conversely, concede a goal and watch team morale hit rock bottom and players hang their heads lower than shamed cabinet ministers. The players even appeal for throws when the ball goes out of play after a particularly close call! I'll even be willing to bet that there's a subgame in here featuring your players hitting the bottle, going out to nightclubs and getting mixed up in recreational pharmaceuticals and into the tabloids, though I haven't found it yet.

Sadly, the deranged Japanese voiceover has been lost in the game's journey to the UK. What remains is a less continual, more reserved dialogue, but the drums, horns and general crowd noise just about serve to ensure that it's played with a clockwise twist of the volume knob.

Of course, a football game can't be considered a whole package nowadays without a stack of options, cups and training modes to supplement the beautiful game itself. This is another area where English examples would normally rise head and shoulders above the rest, but *Superstar Soccer*'s boots shine here too. Selectable team tactics perhaps aren't as comprehensive as some will wish for, but the tournaments and the training mode especially should placate the fiddlers out there. Best of all, though, are the nine preset scenarios which plop you into a match along with a brief synopsis of the action so far, leaving you to either fulfil the given directive, or fluff it up miserably – it's a well thought out and thoroughly enjoyable addition.

So where does SNES footy go from here? It's difficult to say, although I'm sure that this game will simply shrug off any challenges from the likes of further instalments of EA's *FIFA* series (the current favourite, I believe). Perhaps the 3D Mode 7 effort that Jon (Match Day) Ritman has been busying himself with of late can present a suitable level of competition, but I'm sceptical...

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
89%	84%	93%
GAMELIFE	OVERALL SCORE:	92%
92%		

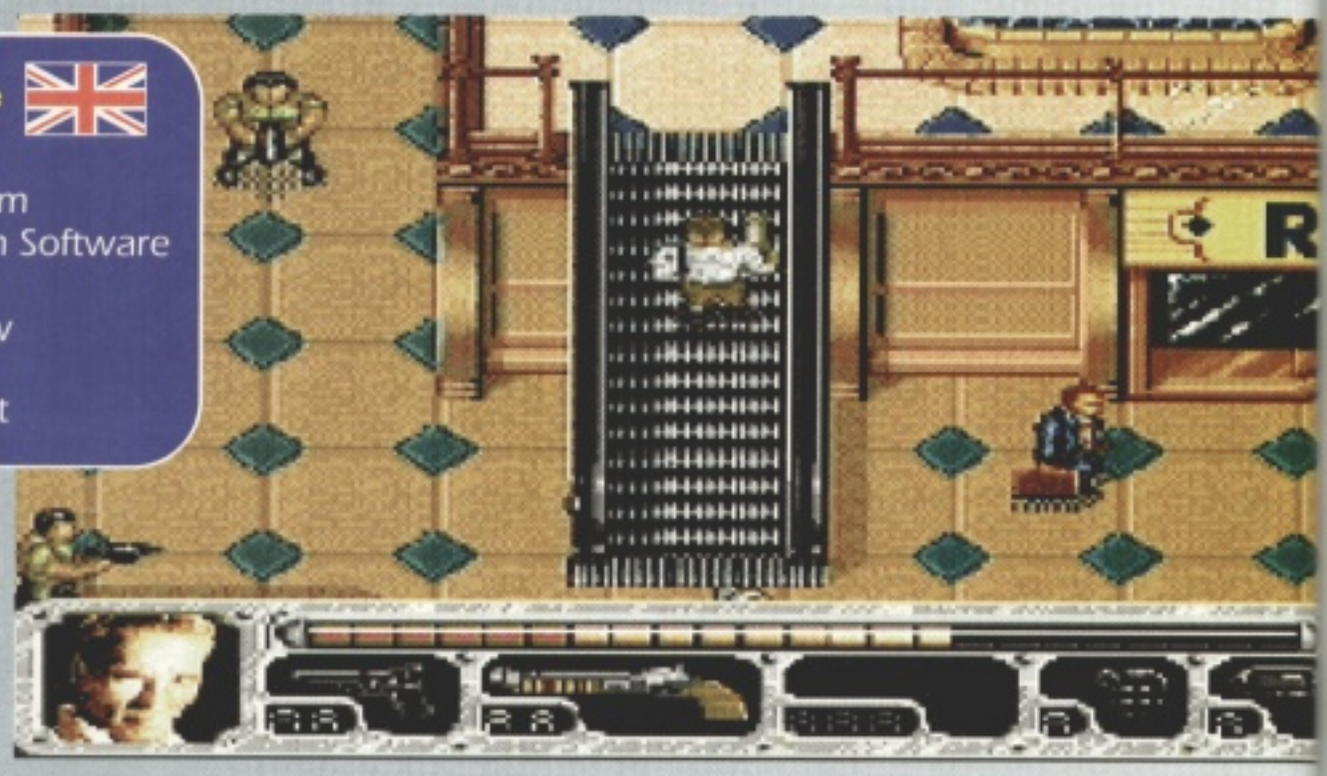
VERDICT: Konami has proved that it can turn its hand to anything and excel. If you've been waiting for the definitive football game to arrive, stop waiting – here it is. Absolute class.

TRUE LIES

Who'd have thought it? Acclaim releasing a licence from a blockbuster with Arnie in it? And pigeons might fly...

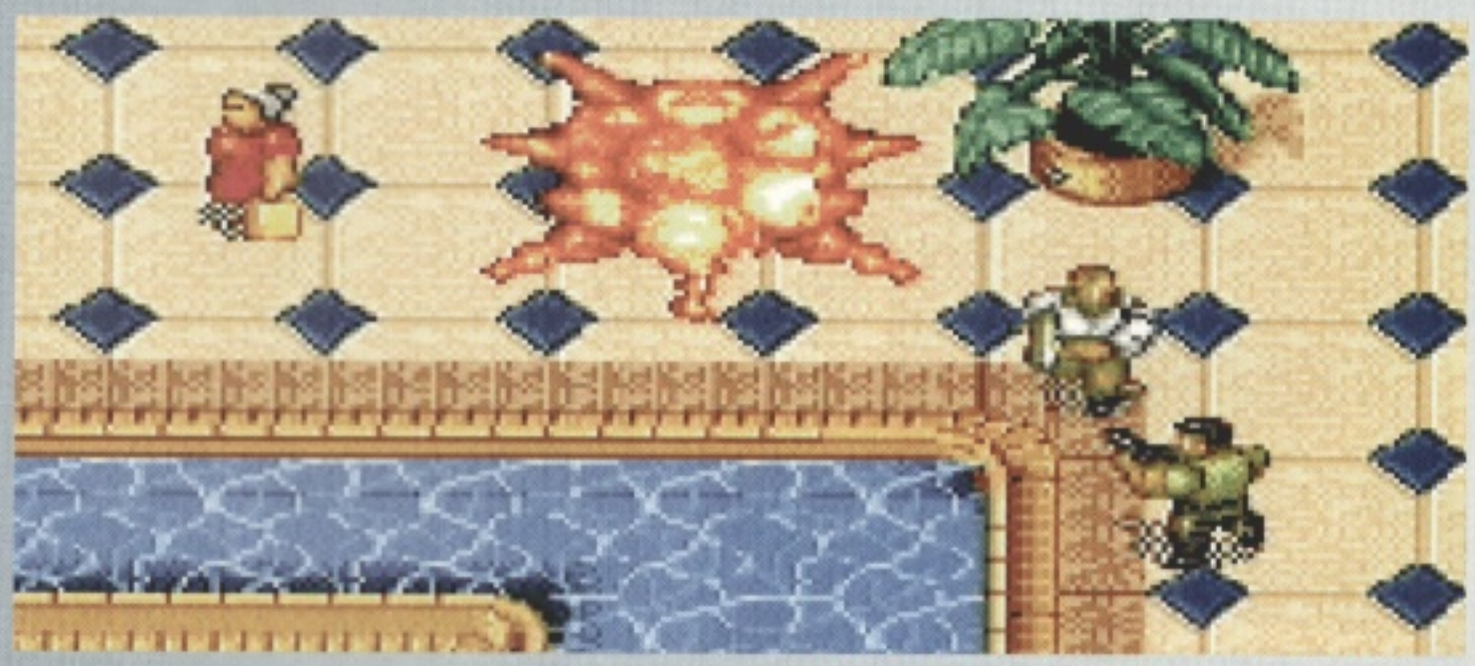
UK Release

Game: True Lies
Publisher: Acclaim
Developer: Beam Software
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit



There he is. The man himself, smouldering away in the corner.

It's not much of a maze, but at least you can get lost a tiny bit. And you can shoot folk, which you aren't allowed to do at Hampton Court.



Not nice. Get caught in the blast of this and you'll soon know about it. Well actually you don't, because you'll be dead.

THROW THOSE FLAMES

This fellow needs a bit of care to beat. Hide behind a wall, and once he's pausing to regain his breath, blast him with most of your body still hidden. This is a technique that works with everyone you encounter, but it's vital that you get it right with this chap. And once he's dead scour his still-warm corpse for collectibles.

Here he comes, fresh from peace-talks with those Turtles. Can you imagine the smell?
Harry emerges from the icy waters and onto the Chateau grounds undetected.

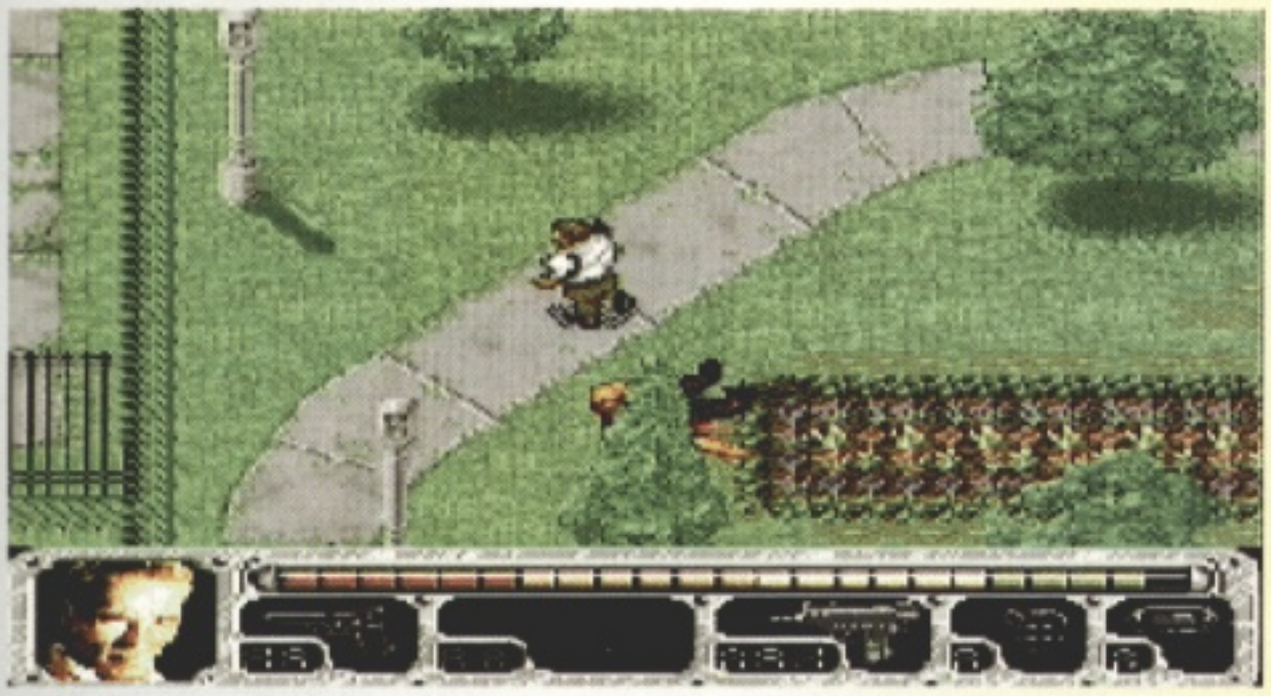
GOOD, BAD OR UGLY?

So let's remind ourselves of what was in the film. There was that great bit with the Harrier, some motorcycling, plenty of shooting, some explosions and Jamie Lee Curtis. Oh well... At least the shooting bits have made it to the game.

And shock and wonderment, it's not a platformer. In fact it's rather like the jolly nice *Addams Family* games, in which you view your character obliquely from above, and move it in one of eight directions. This is both a good thing and a bad thing.

It's good because a platform game would quite possibly have been ultra-samey and we'd have given it a low mark. It's bad because you have to do a lot of blasting baddies. A lot. Absolutely loads, in fact. And lining up Arnie so that he can hit them is rather annoying.

You wander through the levels looking for collectibles, trying to blast everybody who attacks you and desperately attempting not to shower innocent civilians in a hail of



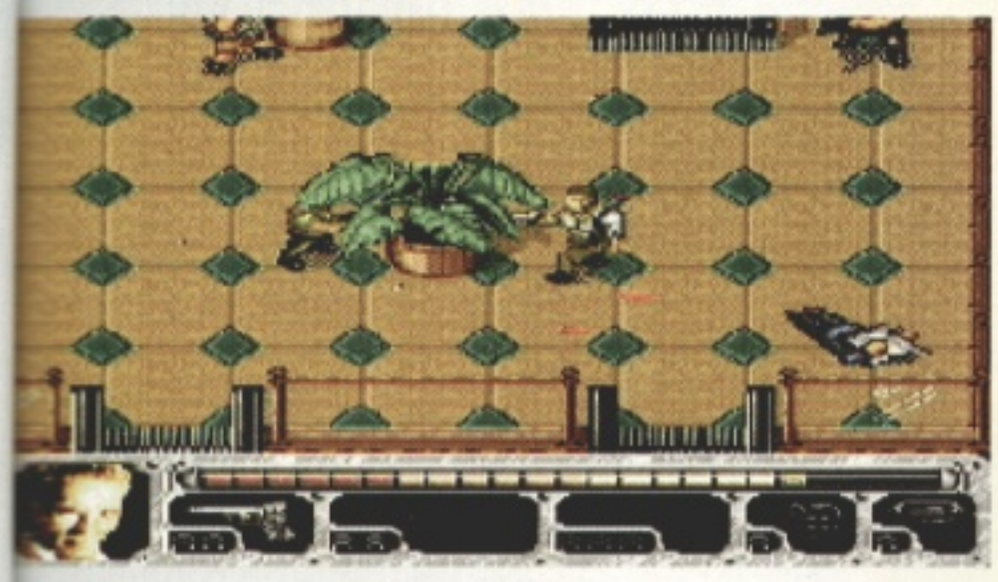
When they're shot, the baddies lie there covered in blood. But then they disappear, which is a shame. A trail of destruction would have been nice.

There's a nice power-up residing in this Chinese Temple. Rush in there, get it and come out firing. Someone's waiting for you.

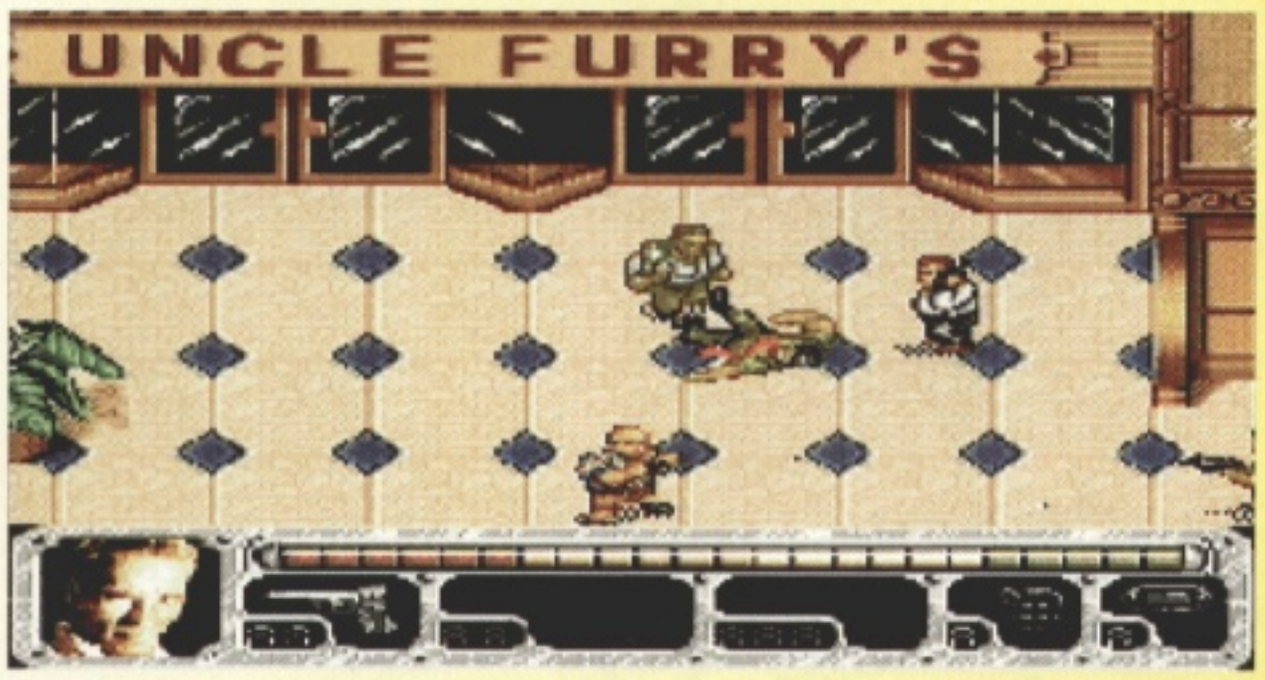
Try not to shoot the shoppers. Unless they're buying fur coats. In that case, blast their knees open.

THE ENEMY WITHIN

Well, within that bush, at least. Here, you don't even know there's an armed baddie waiting for you until he's taken a few shots at you. If you survive, you can fire at the bush and kill him. But, if you don't, you'll wander off from the SNES having learnt something, but feeling particularly aggrieved.



Being surrounded by baddies calls for some serious spinning-on-the-spot-and-firing-wildly. It works a treat, too.



Oh for a smart bomb. Or any bomb at all, in fact. Or better still, get out and nuke it from orbit.

lead. It's tricky because sometimes the characters you meet look like baddies but turn out to be waiters, traffic wardens, disc-jockeys and the like. Kill too many of them and you're off the case, thus causing the world to blow up. It's a bummer.

As you shoot the unpleasant terrorist types, they of course fire back. Most have pistols, but some use machine guns, flamethrowers and grenades. And as you manoeuvre into position (it's eight-way scrolling, remember) they're firing all the time, and knocking huge chunks of energy off you. The only way to counter this is to play the game loads and try to learn where all the baddies start off. Then you can slide into a decent firing position before they appear on screen. You can even kill them before you see them as well. Cheating? Not at all. Beating the game-system, that's all.

The levels all blend into each other, and although they look different (there are some nice graphics as well), they all play rather samily. Often the only thing that's changed is your weapon (you get better ones as you progress). Hidden rooms and special bonuses do add some spice, but unfortunately this isn't really enough to keep you rivetted.

So the bottom line is that *True Lies* is better than many film licences, but not by much. It's got some neat graphics, nice sound and runs pretty smoothly. But it's too linear and, once you've learned where everything is on each level, you are left with going through the motions until you've cleared it, before wandering on to more of the same.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
88%	83%	74%
GAMELIFE	OVERALL SCORE:	74%
60%		

VERDICT: Quite a bit of exciting blasting, but frustration will creep in when you can't get the angles exactly right. Learn where everyone is and you'll go far. But make sure you want to.

TREE FELLERS WANTED WITHIN

But there's only one of them. Sorry about that joke. Here you must be ready to shoot any shadows in the trees because they'll turn out to be bad guys waiting for you. Seeing them isn't easy, but, once again, you'll learn where they are and take them out from memory. Not the best and most instinctive way of playing a game. But we're stuck with it.

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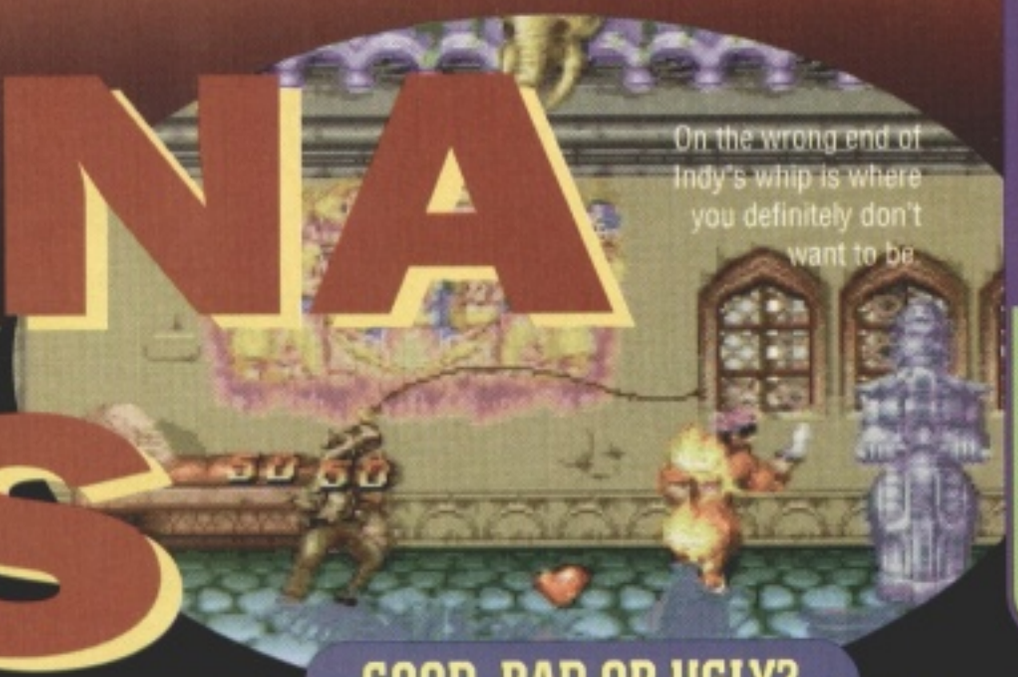
INDIANA JONES


On the wrong end of Indy's whip is where you definitely don't want to be.

This is what carts used to look like before they were something you played games on.

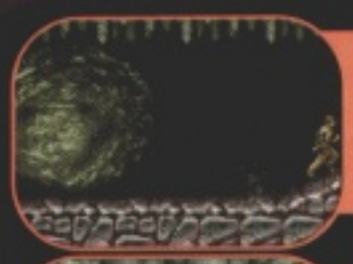
Colossal statue thing.

When there's a whip, there's a way. And when there's an Indy Licence, there's a blatant cash-in.

UK Release

Game: Indiana Jones
Publisher: JVC
Developer: Lucas Arts
Price: £50
Release: Out now
Players: 1
Cart ROM: 16 Mbit

Amazing, isn't it? How his hat stays on even when he's running.


Avoid the big chocolate orange. By running to the right. It's terrible.

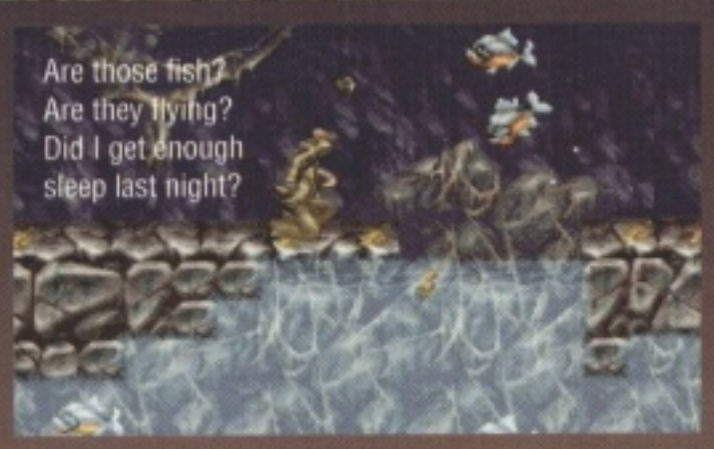
Get to the top of the house before the fire burns it down. It's rubbish.

Shoot down the other planes. By moving around a bit and firing. Cack.

Burn down a hill on an inflatable raft. Useless.

SUB GAME BITS

The main part of the game is the horizontally scrolling platform section, but there are plenty of sub-games just waiting to happen.


Are those fish? Are they flying? Did I get enough sleep last night?

ATMOSPHERIC

Indiana Jones **the game is based on all three films, so you do get lots of atmospheric bits slicing up the gameplay.**

GOOD, BAD OR UGLY?

Here's a list of all the things that are wrong with *Indiana Jones*. Baddies and objects reappear when you reenter a screen but, bizarrely, things like disintegrating bridges don't. Knife racks on the first level suddenly appear out of the ground and stab you without warning.

Kill a baddy and he'll disappear in a puff of flames. This looks particularly weird when you whip a wolf on the snow level and he turns into a ball of fire. The sound is terrible. Shoot a baddy and he will go "brrup" and disappear. The first sub-level is appalling. You are being chased by a massive rock, so to avoid being instantly squashed you run to the far right of the screen and then spend the rest of the level pressing right and jump, hoping for the best because you don't get a chance to see what is coming up. Baddies simply sit there and fire bullets at you, at regular intervals, and in straight lines. They also follow the most simplistic of set movement patterns, totally ignoring your presence.

Your weapons re-set at each level and every time you die. This means that almost every bonus turns out to be a whip or gun to compensate for the fact that you may have just died and will be needing one.

All the secret bits require leaps of faith, ie. jumping down a seemingly bottomless cavern with no way of knowing that you are not going to die. The continues take you back to the beginning of each password-eliciting section, as opposed to where you died. The animation is horrible (it looks like half the frames are missing). As is the scrolling. And, although there may be lots of little sub-games (as shown opposite), they are all terrible.

Now, here's a list of all the good things about *Indiana Jones* the game. It's got Indiana Jones in it.

● Rich Pelley

GRAPHICS	SOUND	GAMEPLAY
45%	26%	37%
GAMELIFE	OVERALL SCORE:	
28%		29%

VERDICT: You can't help wishing that this game had never been released. If Noel's House Party is crap, then this goes right off the scale.

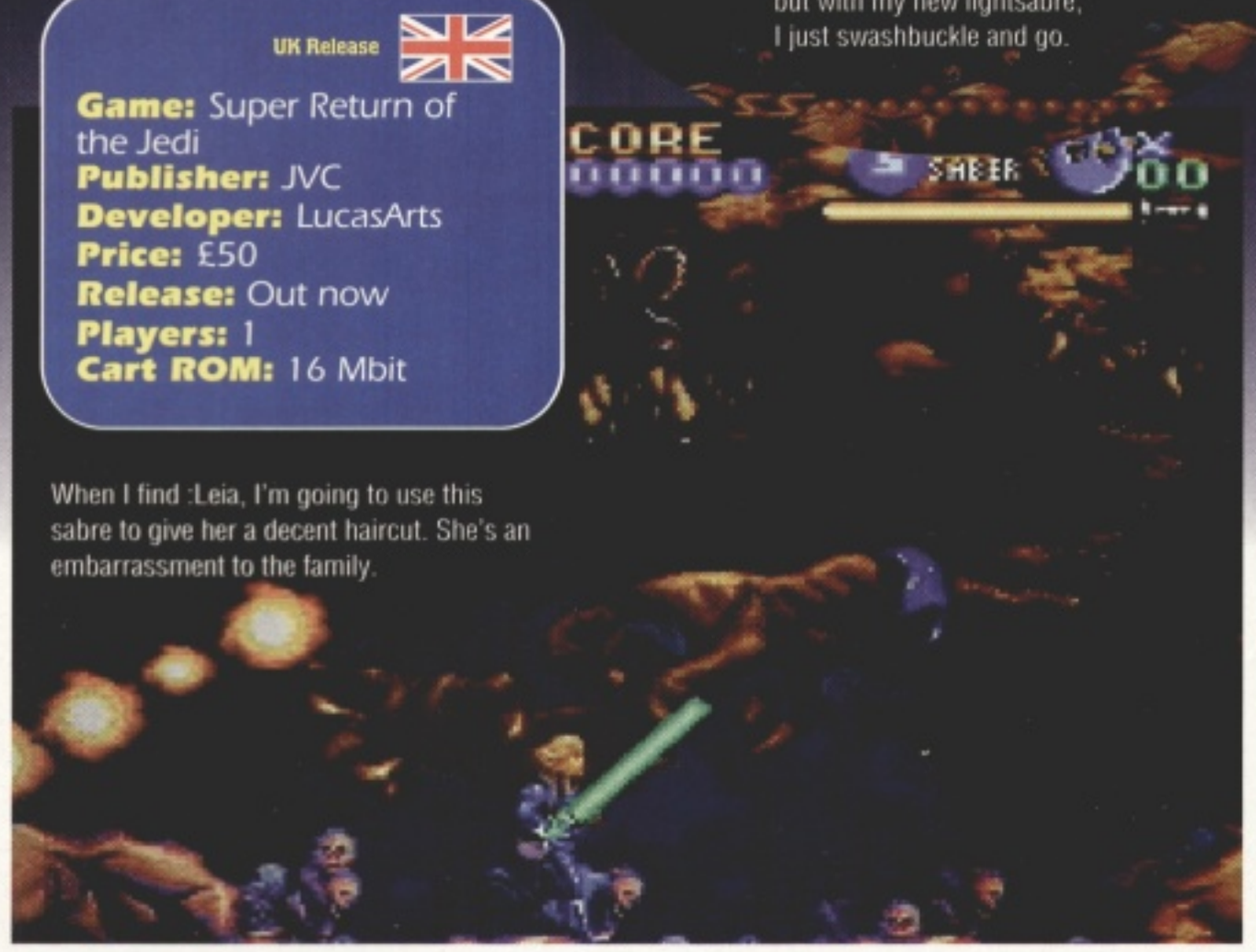
Saturn £500
PlayStation £500
CD-i £400
NEO-GEO CD £400
Jaguar £250
3DO £300
32X £170

SUPER RETURN OF THE JEDI

It's a scarey big boss thing, but with my new lightsabre, I just swashbuckle and go.

UK Release

Game: Super Return of the Jedi
Publisher: JVC
Developer: LucasArts
Price: £50
Release: Out now
Players: 1
Cart ROM: 16 Mbit



When I find :Leia, I'm going to use this sabre to give her a decent haircut. She's an embarrassment to the family.

AND IN THE LIGHT CORNER...

"Wheeee, bloop, pikka, dink, klee." "What's that R2? You didn't go to RADA to play a restart point? Think yourself lucky. At least you're actually in the game!" Yeah, it's a bit of a bummer for fans of the winsome robotic double-act, but all the other top characters are in there for you to choose from. Each has their own skills and weapons for you to get to grips with...

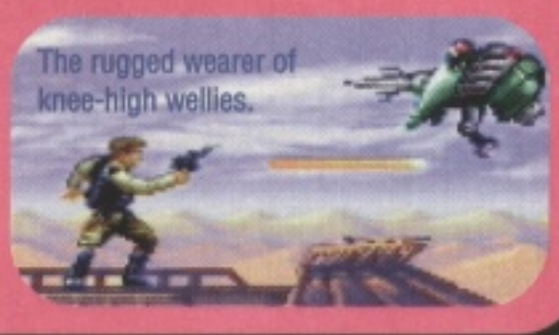
LUKE SKYWALKER

The blue-eyed master of the Force.

Finding out the girl you love is your sister might screw up a lesser man, but Luke takes it all in his stride. Despite the fact the only other eligible female character in the whole trilogy is an Ewok. Luke's light sabre is the most adaptable and powerful weapon in the game and consequently, you'll probably choose to play Luke whenever you get the chance.

HAN SOLO

Han spends the first few levels frozen in a slab of carbon. But Leia soon thaws him out (!) and he swings into action with his trusty photon pistol and bombs.



The rugged wearer of knee-high wellies.

PRINCESS LEIA

The purveyor of fine hairstyles which require a ton of hairspray.

Leia comes across more like Chun Li than a princess in this game, spinning and pirouetting all over the place. She also makes good use of the chains that Jabba had her trussed up in, as well as proving nifty with a staff.

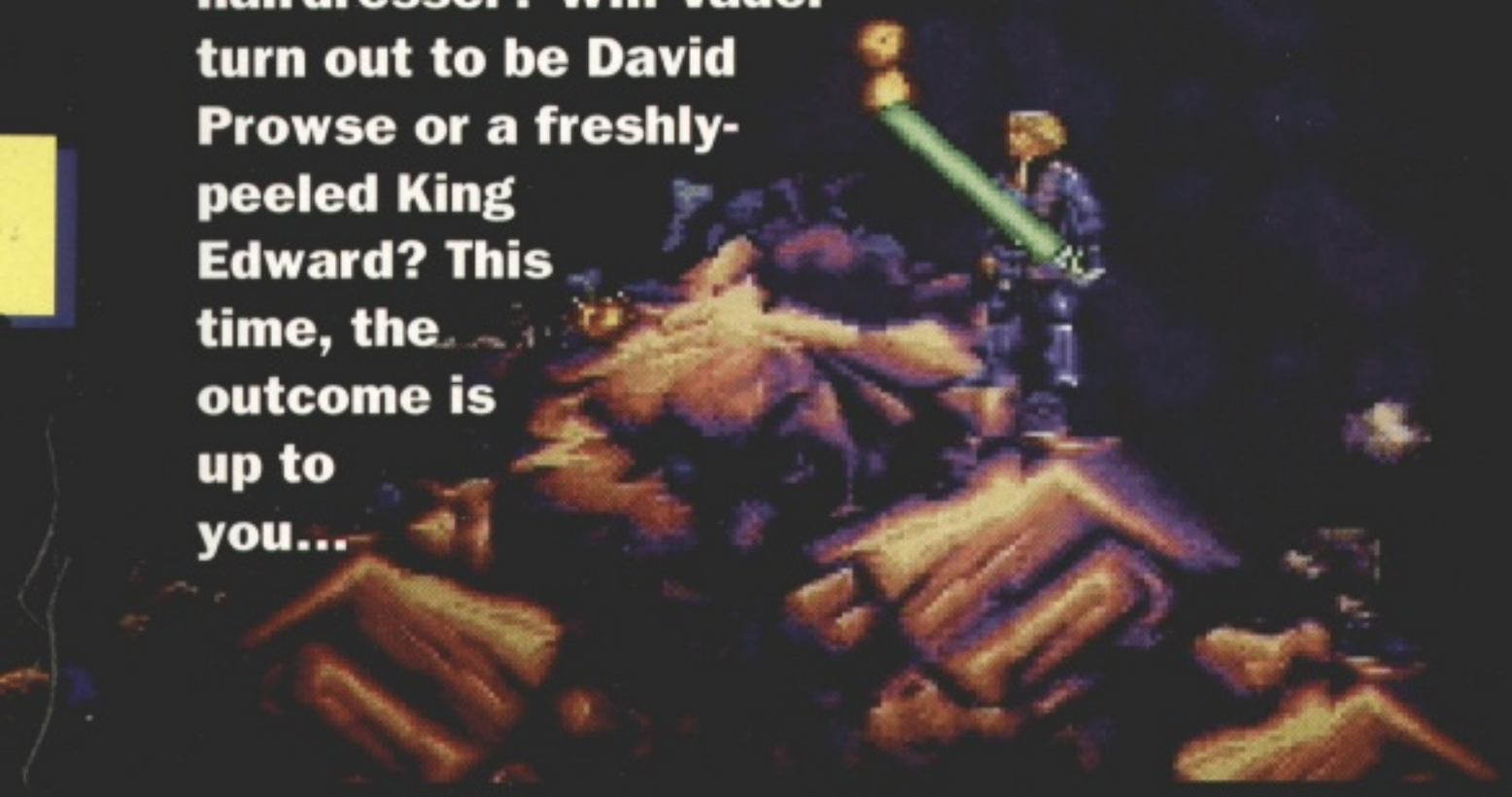
CHEWBACCA

The leader of the facial hair is beautiful campaign.

Chewie looks less like his film model and more like Harry from Bigfoot and the Hendersons. Could be a stunt double, we reckon. He still proves handy with the laser rifle and also does a lovely, but deadly spin. We never imagined he could be as elegant as a ballerina.

Cuddly yet lethal. The Ewoks have the strangest combination of attributes.

Will Luke succumb to the Dark Side? Will Han be defrozen? Will Leia find a better hairdresser? Will Vader turn out to be David Prowse or a freshly-peeled King Edward? This time, the outcome is up to you...



IN THE MODE

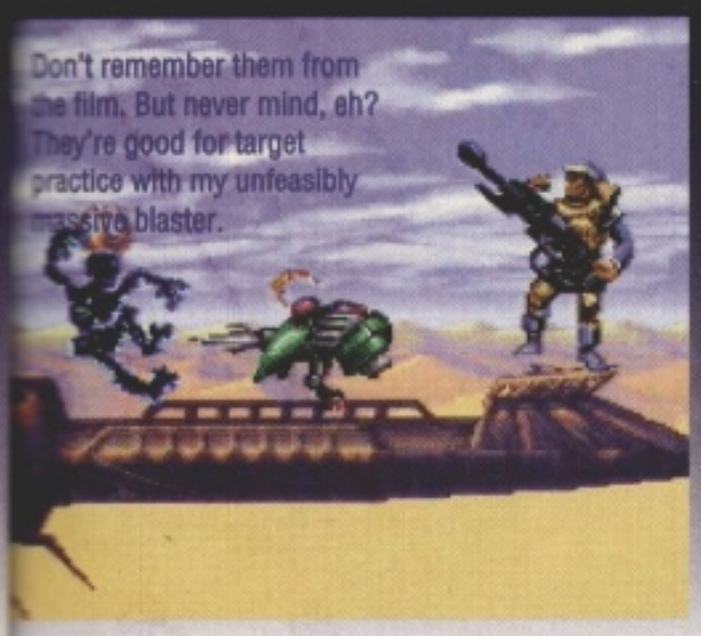
The interminable platform action is broken up by a variety of Mode Seven sequences, which look great on a US SNES, but reveal some shortcomings in the playability on the UK variety...

The very first level in the game is a fairly impressive race across the Tatooine landscape, but sadly it's incredibly short.

This is the one scene in the film that would probably make a good game on its own. As a minor part in this game, though, it's a bit of a let-down with some very shoddy graphics.

A genuinely exciting dog fight above the Death Star on the US SNES is just a bit slow and dull on a UK SNES. On both machines it's a bit easy, as well.

It's letterbox mode for the Millenium Falcon's assault inside the Death Star. Getting in is a cinch. Getting out is hard. Getting excited is near impossible if you've got a UK SNES.



Don't remember them from the film. But never mind, eh? They're good for target practice with my unfeasibly massive blaster.

Watch out. I'm coming. Ready or not.

GOOD, BAD OR UGLY?

How does that old saying go? Never mind the quality, feel the width? Well, if you measure value for money in a pounds per level ratio, then *Super Return Of The Jedi* delivers the goods, signed sealed and post-marked "HUGE."

Practically every scene in the film has been converted into a level. The Rancor pit, Jabba's dance hall, the attack on the generator on Endor, Luke's duel with The Emperor... they're all here. Go to the password screen and randomly enter any six letters, and chances are you'll hit a level.

So, is big beautiful? In this case, not quite, rating somewhere between the Vauxhall Cavalier and Bianca from EastEnders on a scale of beauty. And it's not just the essentially repetitive gameplay that lets it down. Even the graphics, usually something you can rely on in a LucasArts game, can look a bit ropey.

The majority of the levels are formulaic platform fare which rarely produce any surprises. On each level you have to pick a character to play – Luke, Leia or Chewbacca to start off with and Han becomes available once you've defrosted him. On some later levels, when the heroes split up, you can only play Luke – after all, it wouldn't be right having Chewie face Darth Vader. Oh yeah, and on Endor, you get to play one of those spin-off merchandising-fodder Ewok things.

Each character has his own set of special moves and weapons. Luke, of course, gets the light sabre. Han, Leia and Chewbacca, meanwhile, get a variety of guns, bombs, staffs and flying death kicks. Some of their moves even change during the game – Leia's spin becomes a Chun Li-style pirouette. Great for variety. Not so great for getting used to the characters' abilities.

Mind you, it's not that you're going to need a *Street Fighter 2*-like knowledge of what the characters can do. Okay, so they each have their own talents, and there are times when you need to find the right person for a job. But the main skill you need to learn is when to jump. One you've got that licked, you're sussed.

So, while the backgrounds change, the action remains essentially 'jump-fire-jump' for level after level. Some, like the shoot-out on Jabba's patch and the raid on the generator with its bouncy laser beams, provide a decent enough dose of thrills, but it's rarely what you'd call breath-taking.

A lame bunch of secondary villains (loads of them not even from the film) add to the mundanity, and even the bosses – including The Emperor, Darth Vader and Jabba The Hut – are generally an unimpressive, though admittedly tough, bunch.

It's only the suspicion that the next level might offer something truly great which keeps you going. And because the game is reasonably polished, and it's from LucasArts, and you know that the jet bike sequence is still to come, greatness is always threatening.

No such luck. Well, the Mode Seven action of the jet bike ride and the Falcon's assault on the Death Star do liven things up a bit... if you've got an American SNES, that is, where the speed of the action makes up for some pretty basic shoot-'em-up sessions. On a UK SNES, though, these sequences are sluggish and the controls are leaden, robbing the game of some of its best selling points.

Super Return Of The Jedi is big, that's for sure. A big disappointment. But only because its credentials were so good. The bigger they come...

● Dave Golder

GRAPHICS	SOUND	GAMEPLAY
81%	90%	75%
GAMELIFE	**OVERALL SCORE:**	**79%**
81%		

VERDICT: More levels than every multi-storey car park in Milton Keynes combined. It's a pity most of them are run-of-the-mill platform fodder, interspersed with the occasional Mode Seven work-out. Polished, but essentially repetitive and all-too-familiar.

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We've got an EXCLUSIVE feature on this MONSTER game. Direct from the programmer to you.

On sale 16 March

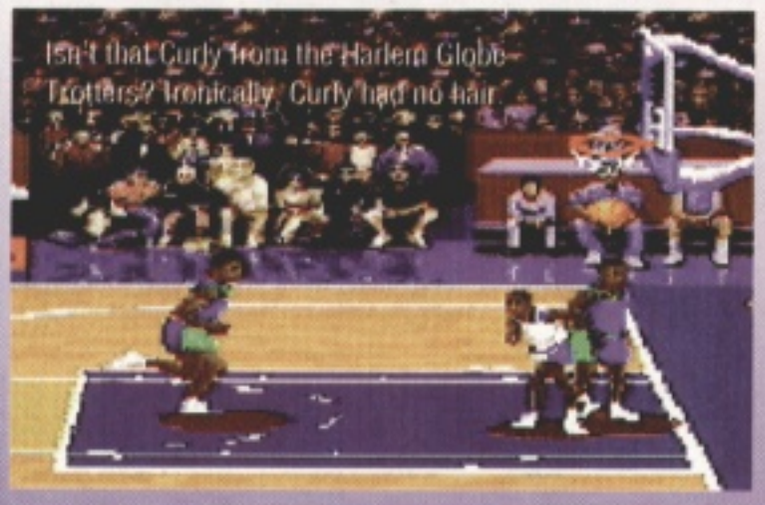
UK Release

Game: NBA Jam Tournament Edition
Publisher: Acclaim
Developer: Iguana
Price: £TBA
Release: Out now
Players: 1 to 4 simultaneously
Cart ROM: 20 Mbit

Start searching now for the secret characters. Rumour has it that you can be a gorilla, and even Prince Charles.

NBA JAM TOURNAMENT EDITION

If everybody who liked *NBA Jam* was made to stand in a row, it'd stretch from Padstow to Beccles. *And* go around the Batheaston by-pass. So, how can they make it better?



Top throw, and worth three points. Get a good ball-chucked and you're laughing.

The pinnacle of basketball. The apex. The zenith. This is really what it's all about.

Getting past 7-foot men isn't easy. So the best thing to do is barge away. Rules? Forget 'em.

FALLING DOWN

There's plenty of what rugby's Bill McLaren calls arby-bargy and niggling in *NBA Jam Tournament*. Even more so than in the original game. Fouls off the wall are common, and the players are perennially fighting and bashing each other to the floor. There's nothing you can do when it happens to you, so the best advice is to get in there first and smack up the other players.

Foul play appears to be fair play in *NBA Jam Tournament*.

Get up off the floor, pal. You're not any use to anyone down there.

NEW FACES

Seeing as the NBA has a high turnover of players, the programmers have taken this opportunity to update the lists. This means that there are plenty of promising new players who appear in *NBA Jam Tournament*. But sadly, as we at *Super Play* don't know too many NBA players, it's all a bit lost on us. Still, it's nice to know that they're there.

A boring, sissy dunk, this. No back-flips or anything. Tee-dee-uss!

TRICKS OF THE TRADE

Sometimes, almost without prompting, the players do wacky, goofy tricks. They flip the ball around, balance it on bits of their bodies and generally fool about. It's fun to watch and the crowd love it. Here we see a berk doing something amusing.

'Scuse me mister? Can we have our ball back please? This is one of the rare moments when the action stops.

LEAP OF FAITH

Yes. Study this screenshot carefully. This man is paid unfeasible amounts of money in real life to jump about 25 feet in the air and look completely silly as he does it. Oh, and he usually gets the ball in the hoop as well. Bah!

GOOD, BAD OR UGLY?

Yeah. Whoever wrote that sub-heading bit is right. How can they make it better? Well here's how; they can add the tournament bit (fairly obvious, that one). They can also smoothen the graphics and bung some more jumping ball-on-fire bits as well. In fact, they can upgrade most of the moves so that they're clearer, a tiny bit easier to do and generally better.

And while we're on the subject, they can update the players. The NBA seems to get through more players than Manchester Utd sometimes, and keeping track isn't easy. Short of putting a battery-backed-up team editor in, there isn't much they can do about it, except relaunch the game. And that's exactly what they've done.

There are, for those who haven't cared a jot up till now, four players on the court. This means that the action is fast, dangerous and not half as tactical as normal basketball. But crowds love it, because it gives the four a chance to really show off. For example, it's possible to score from almost anywhere on the court. Sure, you need to be accurate, but at least there aren't lorry-loads of massively tall, talented men standing in the way. It also makes for a less confusing game when you're playing it on the SNES.

NBA Jam Tournament Edition is pretty similar to the original. The added bits don't really show up unless you've been playing the original for ages. But once you notice them (or they're pointed out, ahem) you realise that the game is better. Whether it's worth spending another 50 quid on is another matter, and I'll leave that for you to discuss with your bank manager. But if you compare the two side-by-side, you'll notice that *Tournament* is faster, a bit clearer and there are more options.

The sampled speech, the crazy moves you loved and the generally frenetic pace are all in here (you can adjust the speed of the play, of course), as are the acres of statistics you can call up. What isn't here are mecha-suits and aggressive jelly-blobs with hit-points. But you didn't really expect them, did you?

Overall, *NBA Jam* is a marginally improved game with a very exciting four-player mode and plenty of fun on board. If you haven't got *NBA Jam*, trot down to your local vendor and offer the cash. If you have, get down the shops and try this one out. After all, it's still a lot of dosh.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
87%	79%	90%
GAMELIFE	**OVERALL SCORE:**	
88%		90%

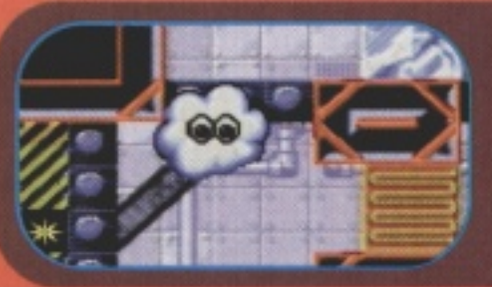
VERDICT: ***NBA Jam*** **was good. This is better. But only due to the odd tweak. Fans of odd tweaks would do well to give it serious hoop-jammin' consideration. Whatever that means.**

SUPER MORPH

BLOBBY BLOBBY BLOBBY

You play a blob, a blob with a mission. You can exist in four states, morphing between the four a limited number of times per level.

As water, you can seep through gaps and extinguish fires.



And as steam, you can float upwards and pass through grills.

As elastic, you can bounce about and float on water.

As lead you can bash your way through walls and flatten spikes.

Hot from the Amiga, *Morph* races onto your SNES, with hardly time to catch its breath back in between.

UK Release

Game: Super Morph
Publisher: Sony
Developer: Millennium
Price: £45
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Go on. Do as it says. Take your pick of the levels.

The friendliest Jaffa you've ever seen...

Here Morph is on top form, springing about as only he knows how.

BUT LOOK OUT FOR

Lots of new dangers unfurl themselves as the game progresses. Each danger only affects you in one state, though.

Spikes can have a deflating effect.

Waterfalls can leave you feeling all washed up.

Swamps can give you that sinking feeling.

Whereas fans can literally suck the life out of you.

GOOD, BAD OR UGLY?

The thing about *Morph*, the great thing about *Morph*, the main reason why *Morph* will inevitably have you cursing, questioning and congratulating the air around you (along with anybody within earshot) is the excellent design and obvious thought that has been put into creating its levels.

I say this because each level provides you with as near perfect a blend of puzzle, skill and frenzy as you could ever hope for in a platform game. Firstly, you have to figure which of the four states you need to be in at which point. Easy at first, you may think, but bearing in mind that you only have a limited number of morphs per level, the old grey matter will be putting in some overtime. Then you'll have to work out in exactly which order you need to make your way around the level (you can only morph as many times as stars you collect, you see.) And that's not to mention the two-minute-per-level time limit.

You'll laugh! as you accidentally morph into a lead ball on a weak bridge and plummet to your death. You'll cry! as you manoeuvre your cloud nearer to the extracter fan and are sucked into oblivion. And you'll hurl! as, after half an hour of attempts, you finally work out how to complete a level and your time runs out with the exit in sight. I've no idea who was responsible for creating such a fiendish, exasperating and entertaining concept for a game, but whoever they are are certainly welcome to accompany me for the weekend on a camping holiday to a destination of their choosing.

All in all, *Morph* is top fun. The graphics are breezy and cheerful (especially the way Morph's eyes follow your movements on the keypad), the sound chunky even if it is a little on the sparse side.

There are four sets of nine levels, each set available for immediate use, and no lives – completed levels remain completed until you turn off your SNES – an arrangement that fits nicely.

Buy soon, I urge you.

● Rich Pelley

GRAPHICS	SOUND	GAMEPLAY
80%	63%	84%
GAMELIFE	OVERALL SCORE:	86%
83%		

VERDICT: **An intriguing idea and an utterly compelling one at that. For puzzle-orientated platform fun, don't let *Morph* slip you by.**

Hell's Bells!

Demon's Crest

THE FOLLOW-UP TO SUPER GHOULS AND GHOSTS IS OFFICIALLY AND EXCLUSIVELY REVIEWED NEXT ISSUE

A truly demonic issue of

TOTAL!

REVIEWED:

- *Killer Instinct*
- *The Firemen*
- *Jungle Strike*
- *The Flintstones*
- *Wild Guns*
- *True Lies*
- *Stargate*

TIPPED:

- *Killer Instinct*
- *Super Punch Out!!*
- *Unirally*

ON SALE TUESDAY 14 MARCH

GAMEFREAK

SNES TECH & GAMING ANSWERS

By Tony Mott

Gamefreak – the chap who's owned a hundred systems and played a million games. And doesn't get out enough.

From Dan Whelan, Colwyn Bay, Clwyd:
Dear Gamefreak,
Q In early shots of *Rock 'n' Roll Racing* there was a beach buggy called the Commando. Why was it left out in the finished game? Is there a cheat so I can play as it?
A After gaining an audience with the Oracle Of All Things Pertaining To R 'n' R Racing (that's Zy to you and me), I have learned that the other vehicle designs were deemed the most appropriate, and the buggy got dropped. Alas, there's no cheat either.
Q What happened to the SNES Steven Seagal game?
A It's died I'd imagine – Tecmagik, the publisher responsible, seem to have lost interest in the SNES market since the release of *Andre Agassi's Tennis* I saw an early demo about two years ago and it didn't look too hot, so don't fret too much.

Q In the *Street Racer* manual it shows another rumble track. Is it possible to race on this?
A Not as far as I'm aware.

From Bruce Le, South Yorks:
Dear Gamefreak,
Q Since I am an anime fane I was wondering if *Slam Dunk* will ever be made into a game because *DBZ* obviously has?
A It already has. There are both SNES and Game Boy versions available in Japan but because the series isn't as popular over here as *DBZ* I doubt any have turned up on import.
Q I heard that Yu Yu Hakushu has been made into a game for the Mega Drive. Will it come be released on the SNES?
A Yes, Namco have released a couple of beat-'em-ups based on Yu Yu Hakushu but again, I'm not aware of any making it to the UK. The Ranma 1/2 games are apparently better anyway.
Q Where can I buy the SD Final Fantasy III toys (shown in *SP*28) from?
A Er, Japan. Sorry. Ours were brought back especially, so I doubt you'll have much joy anywhere over here, even mail order. Can anyone else out there help Bruce?
Q When will *Sim City 2000* come out in the UK?
A The UK release is still in limbo, unfortunately.
Q Tell Debs that I'm in love with her, okay?
A Consider her told. Feel better now?

From Gerald Suistadt, Wiltshire:
Dear Gamefreak,
Q Any news on any possible *Ranma* anime release?
A Okay, this is the last non-games related question I'm running. Apparently Manga Video originally had plans to release an OAV or two, but canned the idea when it realised that without knowledge of the TV series, the OAV material would be hard to fathom. And it didn't want to get involved in releasing literally hundreds of hours of TV series footage.
Q Is there the eight-player (four joypad) head-to-head option on the SNES *Micro Machines* as on the Mega Drive version?
A No, although the planned sequel obviously will (due later this year).
Q If the SNES CPU runs at 3.58 MHz, surely there is a co-processor. Is this a RISC chip?
A No, there isn't a co-processor, merely a selection of custom chips that ease strain from the CPU. The FX chip is RISC-based and works as a co-processor, if that's what you mean.
Q I don't see how a RISC chip makes the processor quicker, Surely doing one large instruction is no slower than processing many smaller instructions?
A It's all to do with the angle of the dangle and suchlike, probably. Look, hold on for a bit and we might well look into the SNES hardware situation into a bit more detail (including the FX2 chip etc).
Q What exactly does the term 'rendering' mean?
A It's pretty much non-specific, really. In the last few years it's become a generic term for the process of artwork being generated by computer (as opposed to it being hand drawn or even digitised) to be stored frame-by-frame to work as part of a sequence. Essentially, just about every CD game intro nowadays features such effects – light-source modelling and gourad shaded polygons are typical indicators of rendered
Q Why is Zy such a cynical old git?
A I think he'd prefer the description 'jaded, miserable cynical old git'.
Q Is there an English equivalent of the Human Creative School as feature in Hell CIty, issue 28?
A I believe Middlesex University began a course based around game design and programming a few terms back. Places will be scarily scarce I suspect, and don't expect it to be the hoot that the HCS looks to be!

From Kevin Plant, Anglesey, Gwynedd:
Dear Gamefreak,
Q I've heard of *Kick Off 3* and *FIFA Soccer*, but all I want is a soccer game with excellent playability, that's obviously great fun to play and one I'll keep coming back to. Any suggestions?
A I think the answer to your prayers appears on pages 44-45, no?

From Stephen Wignall, Anfield, Liverpool:
Dear Gamefreak,
Q Why does *Donkey Kong Country* have 'Donkey' in the title when the game has nothing whatsoever to do with donkeys?
A There are two popular theories on this. One is that during the translation to English, the word Monkey simply became Donkey by mistake (in the same way the 3D racing game Continental Circus should have been Continental Circuit). The other is that Donkey is Japanese for big ape.
Q I bought *Street Racer* with my Christmas money and I thought it was crap. Fortunately for me it broke so I took it back to the shop. Why is this game getting so much publicity?
A Probable because people like Dominik Diamond keep saying that it's better than *Mario Kart*.
Q My mate plays on his Mega CD 24 hours a day, seven days a week, 365 days a year. I am one of his very few friends. Do you think it's right for him to play games this much?
A Abso-flamin'-lutely! Honestly, gamers today don't know they're born. In my day it were 37 hours a day, nine days a week, 412 days a year, all we could get our 'ands on, cuh…

From Daniel Laine, South Humberside:
Dear Gamefreak,
Q A lot of developers moaned about the SNES being slower than the Mega Drive – will this be the case with the Ultra 64?
A The concern lay with the SNES's CPU – it is indeed slower than the Mega Drive's. But custom processors ensure that in the hands of competent programmers it isn't a problem. The next generation machines will be judged on their custom processors over the speed of their CPUs. Don't worry about it.
Q Will *Bubble Bobble, Rainbow Islands* or *Parasol Stars* ever appear on the SNES?
A Taito haven't announced anything as yet but with the retro-wave still crashing heavily upon the Japanese game scene I wouldn't be too shocked if they were revived.

Q Will Rare ever convert any of their old classics on the SNES? Maybe *Underwurlde or Sabre Wulf?*
A Who knows what they'll do? To be honest, for a company with such a large number of staff, it's difficult to see what they do all day. They've been awfully quiet for yonks.
Q What ever happened to the Oliver Twins?
A They're probably sitting opposite each other writing some advanced spreadsheet package in some dingy government basement somewhere. I don't know. I haven't seen any games bearing their names for years.
Q What exactly is *Bubble Symphony?* (How about showing a screen shot?)
A Will this do?
Q Do you think classic games should have C64 versions included?
A Well, the only game I can think of off-hand that does is *Impossible Mission 2025* on the Amiga and I gather that the C64 version is better, so it's got to be a good idea don't you think?

Here's *Bubble Symphony*, but also keep an eye out for Taito's *Puzzle Bobble* appearing on Neo Geo coin-ops.

From Mike Weston, Berkshire:
Dear Gamefreak,
Q I'm thinking of getting a US SNES, but I'm not sure how it will connect to my TV. At the moment my UK SNES is connected to the TV via the yellow lead of the Euro-connector while the red and white leads fit into my hi-fi. Would this sort of layout be greatly different with the US machine? (My TV has no SCART socket)
A I reckon you'll need a PAL booster if you don't have a SCART socket. They cost around £20 and are available from all leading import hardware stockists.
Q Could I still connect it to my hi-fi?
A Not if you're using a PAL booster.
Q Is there any danger of the US machine damaging the TV in any way?
A Well, if you drop the SNES onto it from a significant height then yes, otherwise no.
Q Is the 17% speed difference noticeable?
A On fast action games like *Super Mario Kart* and *Street Fighter II* it's very noticeable (I reckon), but on stuff like *Zelda* and *Mana* not nearly as much. And game music will always sound a bit odd after you've gotten used to it on either format.
Q Are the *Dragon Quest* games as good as the *Final Fantasy* series?
A I don't know the *DQ* series very well, but if they ever were better than *FF*, they've long since been overtaken now.

From Nick Hutton, Scotland:
Dear Gamefreak,
Q I have enjoyed action RPGs such as *Shadowrun* and *Mana* in the past, so should I broaden my horizons and go for something turn-based like *FFIII* or stick with something like *Illusion Of Gaia*, which I could be sure of getting some enjoyment out of?
A Broaden your horizons – that's what they are there for.
Q Is *FFIII* Multitap compatible?
A Eh? It's a one-player game.
Q You said in *SP*28 that *FFIII* wouldn't run through an adaptor. Would it therefore run if the SNES was upgraded to 60 Hz?
A The *FFIII* protection situation is a thorny one. So much so that I don't know the answer to this. I *think* it'll work – anyone out there know different?
Q Is a 50Hz-60Hz upgrade really worth the risk?
A Only you can answer that by deciding how much of a Gamefreak you are. Er, Jedi Knight and so on.

From Anthony Wright, Corringham, Essex:
Dear Gamefreak,
Q I own a SNES that has a 50-60MHz switch, and when I play *Donkey Kong Country* at 60MHz, after the Game Over screen disappears a purple screen appears and it says 'Use of this adaptor may result in serious damage to your console'. Is there anything wrong with my cart or my SNES?
A Does the cart run perfectly well otherwise? Does your SNES still play other games? If you answered yes to both, all is cool. Nintendo delight in putting worrying messages like that in their software to discourage people breaking their rules.

ANY QUESTIONS?

No requests for game help and no anime questions, please. But send everything else to:
Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

DAYDREAMING

I was well pleased to receive wodges more of your fantastical foamings this month. Thanks to all those with imaginations who wrote in – keep 'em coming. First up this month is **James Ellis of Clwyd, North Wales:**

'I'd like to see a game of the cool Manga movie *Vampire Hunter D*. It would be a platform (*Oookay… – GF*) slash-'em-up where you make your way through the game maiming monsters and saving villagers. D's girlfriend would be player two and could use the cannon from the movie. The beat-'em-up sections against the boss characters – ie Reganzi, Magnus' daughter, the snake women etc – would have the feel of *Samurai Shodown*, and feature the variation of combos as seen in *SFII*. Oh, and the atmosphere of *Castlevania IV*'

Well, I've certainly heard worse. But, erm, wouldn't player two be at a slight disadvantage, what with having to lug a huge cannon around while player one gets to deftly spin a sword around his head? Oh well, let's move on **Thomas Collier from Oundle, Northants:**

'I'd like to see a game called something like *Nintendo Family Universe*. It would play and look similar to an action RPG like *Mana*, with the main difference being that instead of using an overhead viewpoint it would use a 3D texture-mapped second-person perspective to convey the game world. Another difference would be that although essentially it's an RPG it would include platform bits where the character could jump.

The main plot would involve Bowser wanting to take over the world or something. Along your journey in stopping him you'd meet up with characters such as Mario and Link and get caught up in many sub-plots such as finding Kirby's long-lost brother in *Dream World* and defeating Wario in *Mario World*.

To add variety you could take part in updated Mario Kart bonus rounds (with tunnels and hills) to earn extra money. To get to each world you'd fly with the Starwing crew. The game would be massive and possibly include a two-player co-operative mode. It could only appear on the Ultra 64, though'.

Ah, I was waiting for that bit to come along at the end. Mmm, not bad overall. I like the idea of involving the *Starwing* crew and the suggested title sounds suitably Japanese. I think even Nintendo might have a tough time recreating faithful likenesses of their top characters in '3D texture-mapped second-person perspective', though. **Nick Hutton from Kelso** is next

'I'd like to see a racing game that instead of featuring in just one style, would allow you to select different countries and race different vehicles. For example, you could race Formula 1 in somewhere like Italy, Indycar in the USA and rallying in the UK. You could even have those carts out of Cool Runnings in Jamaica. There could even be bonus bits like camel racing in South Yemen and futuristic hover cars in Japan. What do you think?'

Yeah, in the right hands it might just work. Although given the problems most SNES programmers appear to have in producing a game featuring just one style of racing, it's got to be one of the most far-fetched ideas ever. But that's what Daydreaming's here for. Now, I believe we have room for just one more – it's from hardcore *Super Play* fan **Dan Whelan of Clwyd:**

'What about a game based on the film *Conquest Of The Planet Of The Apes?* It would be a cross between *King Arthur's World* and *Super Smash TV*. You'd take control of Caesar, leader of the ape uprising, and you'd have to take your massive ape army through 100+ levels, blowing things up and slaughtering humans. More gore than *Doom* and quicker than anything. Well smart.'

Blimey. A game licensed from a film over ten years old? Still, it's happened before – look at the *Star Wars* series of games. On second thoughts, don't…

That's it for this month. Yes, you noticed, no one received a T-shirt as I felt that even the more impressive efforts rely on ideas from elsewhere for their basis. 'Be' original and 'be' the winner next month – who knows, I may even chuck in some *FFIII* figures…

Roddy McDowall and chums in hairy latex suits? It's inspiration to Dan Whelan's daydreams, apparently.

MODE 7

By Allan Brett

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

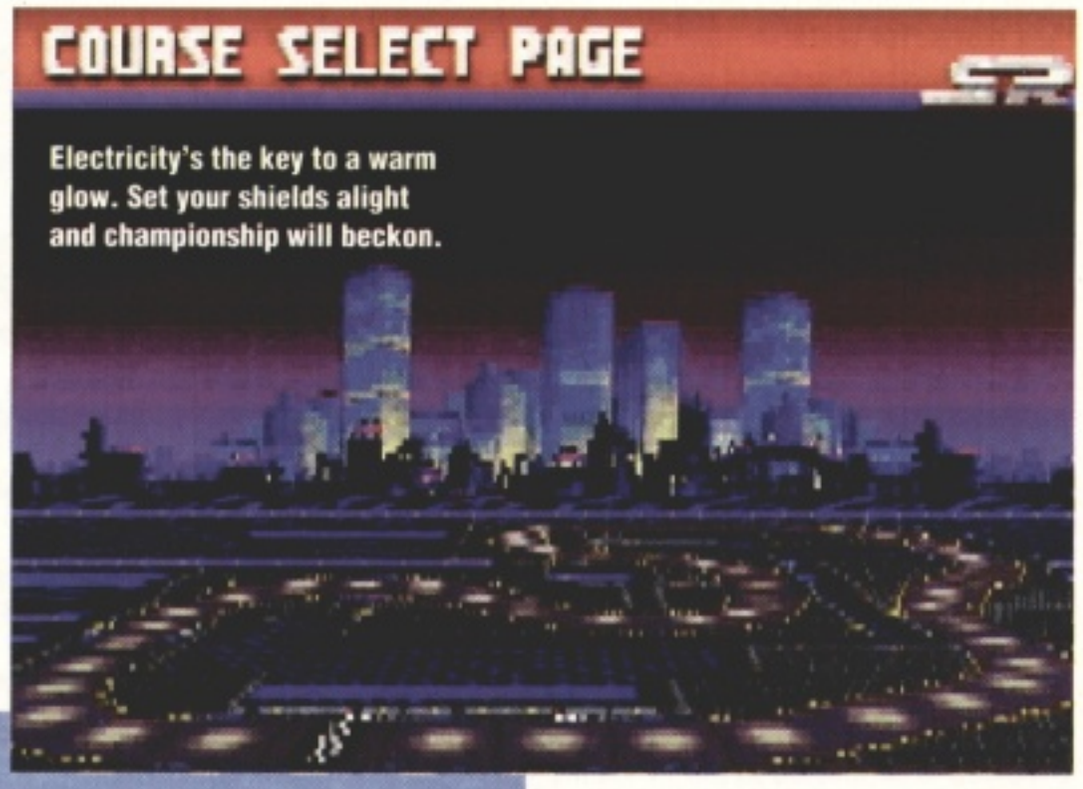
The flash floods, raging winds and stormy showers of winter may not be welcomed by many, but here at Mode 7 it means a harvest of cheats as the nation stays indoors and probes the intricacies of the SNES. Anyway, keep those tips flowing in to Mode 7 and we will shower you with treasures beyond your wildest dreams if your pad-dabbling data gets printed in these pages. Yes, you will receive your very own plastic-encrusted *Super Play* pen! Send your stuff to: Mode 7, *Super Play*, Future Publishing Ltd, 30 Monmouth St, Bath BA1 2BW.

STREET RACER

(Ubisoft) *SP*25: 91%

- **Fast start**
- **Gain early lead and the punch bonus**

I think that a lot of *Street Racer* veterans will have utilised these tactics already; but for those of you who don't know, Tony Snook is here to put you back on track – quite literally! (*Thank you, Alan Partridge* – Ed). To gain the fast start, all you need to do is press and hold the accelerator as soon as the first green light comes on and with some careful steering at the off you should find yourself being catapulted into first place. If you can't manage that, then use Hodja or Sumo-San and make sure you start near the back (you'll need a good position in the previous race) and as you all start, activate your electric shield and nearly every car will be shoved straight off the track and you can burn away from your opponents who are still finding their bearings at the starting line. The best bit about doing this is that you are almost guaranteed to receive the punch bonus at the end of the race.



Electricity's the key to a warm glow. Set your shields alight and championship will beckon.

He who is first past the post is very often a cheat. But, hey, that's cool with us.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Probably the only excuse I have to justify the disgraceful amount of time I spend in front of my SNES is this little column you're reading right now. Do you think it warrants in excess of 30 hours a week playing time or am I a bit of a sad git who spends too much time on it? (Answers on a Millet's gift token to the usual address – Ed).

DEAR ALLAN,
On *Street Racer* I can use Biff's and Raphael's grappling moves, but they don't seem to work. Can you tell me when and where to use it?
Karl Say, Leigh-on-Sea, Essex
ALLAN SAYS:
The problem when you use these moves is that you don't see anything fire at the car in front but if you get behind a car and use it, keep looking at the car in front and it will bounce and slow down which means that it has worked.

DEAR ALLAN,
I picked up *Zelda III* second-hand recently and was really enjoying it, but now I'm stuck and it's driving me mad! I've been going round the dungeon in the desert, having gained entrance with the book of Hyrule from the library. I've done every room and I'm looking for a pendant, but I can't find the boss, not even on the map with the compass. Is it possible that my cartridge is bugged, or am I just rubbish?
Peter Diarmid, Peckham
ALLAN SAYS:
The latter, I'm afraid. You should now have the glove, so leave the dungeon by the lower left entrance and you'll be on the rock ledge that borders the desert. Follow it up and right and you'll see another insect-headed dungeon entrance in the rockface, surrounded by octagonal stones. With the glove you can pick up the stones and chuck them away. Inside you'll find the last bit of this dungeon and, rest assured, there are three worm bosses inside. But, oho, how many times have I heard that line, 'I can't get anywhere on this game, it must be bugged'? You might find bugs and glitches in PC games, mate, but it's extraordinarily unlikely for a cartridge to be erroneously programmed.

DEAR ALLAN,
On *Final Fantasy III* on the Floating continent we can't seem to get anywhere except for back to the Airship – HELP!
Alex Robinson and Niki Hall, Chiswick, London
ALLAN SAYS:
For what it's worth, my Dad says that you should go left when you get off the Airship. Sorry I can't be more specific, I hate statistical RPGs and my old man doesn't possess the attention to detail that you Allan Askers are used to.

DEAR ALLAN,
On *Starwing* I can't get anywhere on the

YOUNG MERLIN

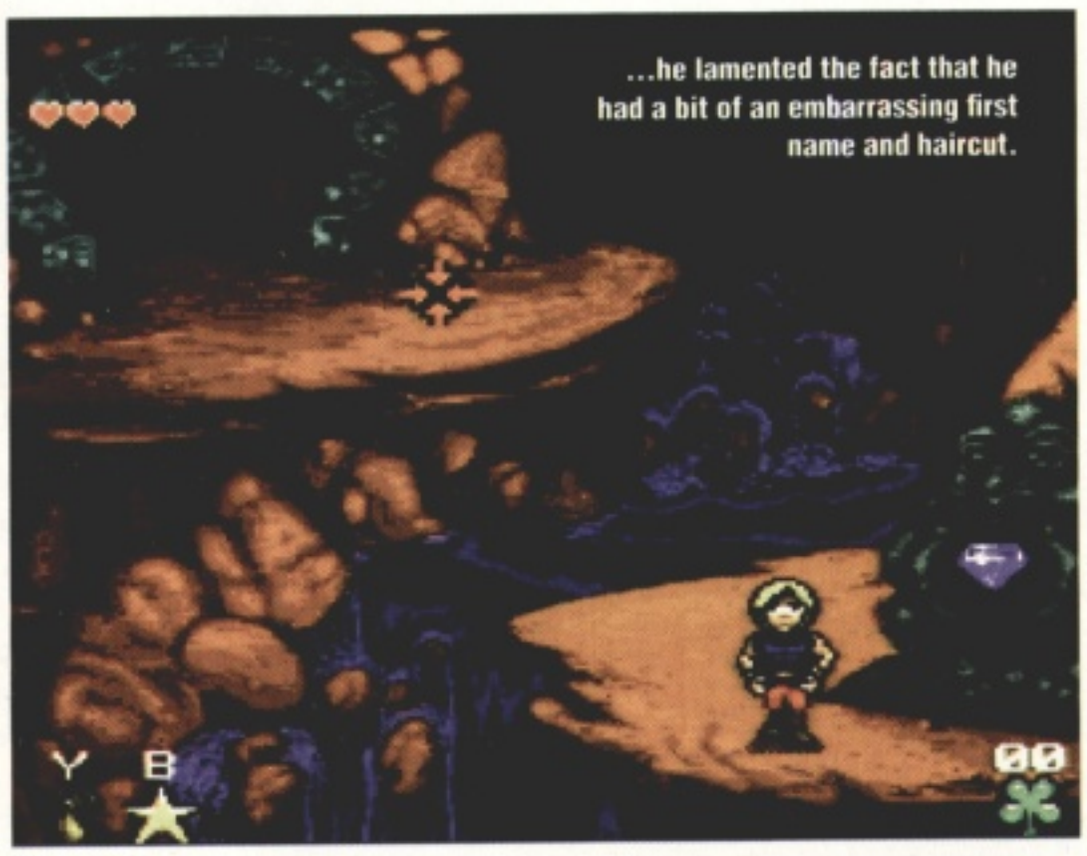
(Virgin) *SP*16: 77%

● **Level codes**

Barry Carroll from Co Kildare, Ireland has sent us a list of level codes for this peculiar American puzzle adventure game. I haven't played it much after the mine cart section but obviously he has.

I think you're a very patient man, Mr Carroll.

LEVEL 1: ABBYYBBBYBBLBBBB
LEVEL 2: BYLXRBBBRBB, RIGHT, YYBB
LEVEL 3: YXBRR, RIGHT, YBRRR, RIGHT, UP, YBB
LEVEL 4: DOWN, LLLR, RIGHT, YBYYY, RIGHT, UP, RBB
LEVEL 5: YLL, UP, R, RIGHT, YBYYY, RIGHT, UP, RBB
LEVEL 6: DOWN, UP, X, RIGHT, R, RIGHT, BRRRX, UP, DOWN, XBY
LEVEL 7: Y, RIGHT, B, DOWN, R, RIGHT, RYYYYBYR, UP, B



...he lamented the fact that he had a bit of an embarrassing first name and haircut.

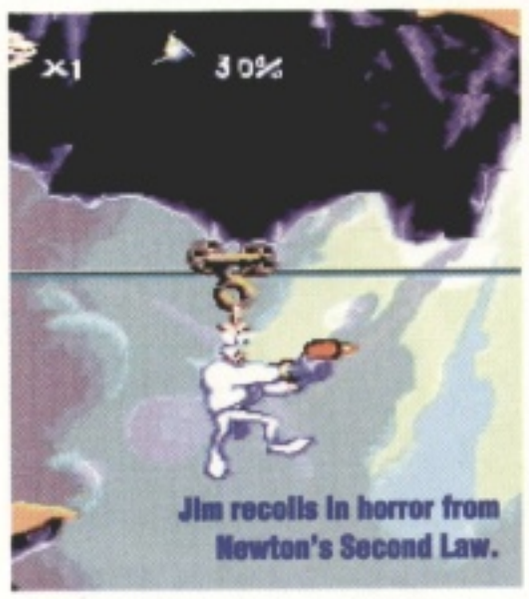
As the sunlight reflected gently off Merlin's golden locks...

EARTHWORM JIM

(Virgin/Shiny) *SP*29: 91%

● **Old cheat code**

Now this is odd. By pausing the game at any time and pressing Y, A, B, B, A, Y, A, B, B, A the screen will fade out and a screen full of faces – programmer's faces, at that! Shivers! – will appear and a message at the bottom of the screen says that you have entered the old cheat code. Maybe one of you out there can find the new one.



Jim recoils in horror from Newton's Second Law.

SUPER RETURN OF THE JEDI

(LucasArts/JVC)

● **Level codes**
● **Sound test**
● **Rotate the logo**
● **Extra continues**
● **See end credits**

Super Play's reviews of this and other LucasArts games have been held up by what I understand to be 'political' reasons, but I'm not going to let that spoil our fun. John Hookey from my birthtown of Portsmouth is a rather strange fellow, in that he has sent in some red hot codes for this ace game, but neglected to give his address. So he won't receive a pen, basically. Still, maybe the recognition is reward enough for some.

Tatooine – RLGQMN
Jabba's Dance Hall – ZJLMRJ
Jabba's Palace – LZLKJF
Rancor Pit – VTYMZX
Attack on Sail Barge – QZNFPP
Inside Sail Barge – VKCDFD
Speeder bike chase – ZCTKFC
Ewok Village A – QYXYBH
Ewok Village B – LFWLTQ
Endor – QDQGKH
Millenium Falcon battle – CPMRZY
Attack on Power Generator – CDWLTY
Inside the Death Star – BPFFZQ
Millenium Falcon attacks Death Star – RMNVLC
Tower – RVRFKG
Tower entrance (Darth Vader) – VQXDQJ
Emperor's Chamber – HLQMVL
Death Star Reactor attack – VQJGWF
Death Star escape – ZZSTXZ

To access the sound test option you must be on any side scrolling level and then you must press DOWN, Y, B, X and A simultaneously and the sound test screen should appear.

To rotate the Star Wars logo, wait until the main menu appears on the title screen and press Y, Y, Y, Y. Simple, eh? However, if you are after extra continues (seven to be precise) then the trick is a little harder: try pressing A, B, A, Y, A, X, but if you mess it up you must turn the machine off as resetting the machine will not allow you to enter the tip.

As for the end credits, just press A, B, A, B, A, B, A, B. Don't forget that these codes must be entered when the main menu appears and all will be confirmed by a suitable Star Wars sound effect. Now, who's going to find the Debug Mode cheat?

Meteor base on Level 1, can you help?
Matt Grimes, Staffordshire.

ALLAN SAYS:

If I remember correctly there are lots of columns near the start that you must fly through. Make sure you bank your ship to ninety degrees and brake regularly to negotiate them (you should find a weapon power-up here) and after that it's pure blasting, though in this section be sure that you get rid of the kamikaze helicopters first. Be sure to veer hard left when you come out, as a large cliff-face appears suddenly from out of the darkness. The Dancing Insector boss is easily disposed of by shooting the top section of each leg until it collapses; when it collapses for the second time you must hit the central section (you can blow up the legs to make this task easier) and avoid the fire blasts.

DEAR ALLAN,

Is there a cheat to turn *Super SFII* into *Super SFII Turbo* because I have heard that if you get the cheat to work you fight a different end boss. On the Mega Drive you fight DJ Maximum at the end.

Bobby Hall, E Honda's bathtub

ALLAN SAYS:

I'm afraid you've become hopelessly confused by all the rumours that were flying around a while ago. On the Mega Drive version of *SFII Turbo* it was said that you could fight DJ Maximum at the end by inputting a special tip, but that turned out to be false. Just after the release of *Super SFII* on the SNES, everyone (including myself) expected a tip to be included to add the new super moves. Yet another rumour suggested that Akuma was hidden somewhere in the cart. Unfortunately these also turned out to be nothing more than pure toilet fodder. So I'm afraid I have absolutely nothing for you.

"Unhand me, you young scamp."

DEAR ALLAN,

Is there a player's guide book available for *Secret Of Mana* and have you done a guide for this game in a previous issue of *Super Play*?

Jonathan Witham, Essex

ALLAN SAYS:

There is one available from independent computer stores that costs about 15 quid. I myself have written a big in-depth guide for Future Publishing, but because it's such a big game it would have to be given away on the front of the mag as a separate covermount booklet or part of another *Super Play Gold*, neither of which are planned. So unless you bombard *Super Play* with letters it may never be published. *GamesMaster* magazine ran a player's guide last year but, alas, it took them about nine months.

ONE FINAL WORD

Shea Bennett from East Sussex has urged me to tell all Zapchat users that they are mistaken when they think he is me because of his *MKII* expertise. Take it from me, he ain't nowhere near as good as me!

SEND YOUR LETTERS TO:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

DESERT FIGHTER

(Nintendo/Rare) *SP*26: 90%

● **Super A10 fighter plane**

Here's a nifty tip for this *Desert Strike* style shoot-'em-up and it has been provided by none other than Master Sher Shah as he likes to call himself. To get your hands on this state-of-the-art aviatory equipment, here's what you have to do. Select any A10 aircraft and take off. As soon as the 'Good luck' sign disappears make sure you maintain your speed and direction. Now fire one shot from your air to ground cannon and immediately afterwards press and hold the X button until the words 'Super A10' flash at the bottom-left corner of the screen. Your bullets are now as powerful as your bombs and are more accurate and your plane is slightly faster which does mean that your fuel runs out quicker but your operation costs are reduced.

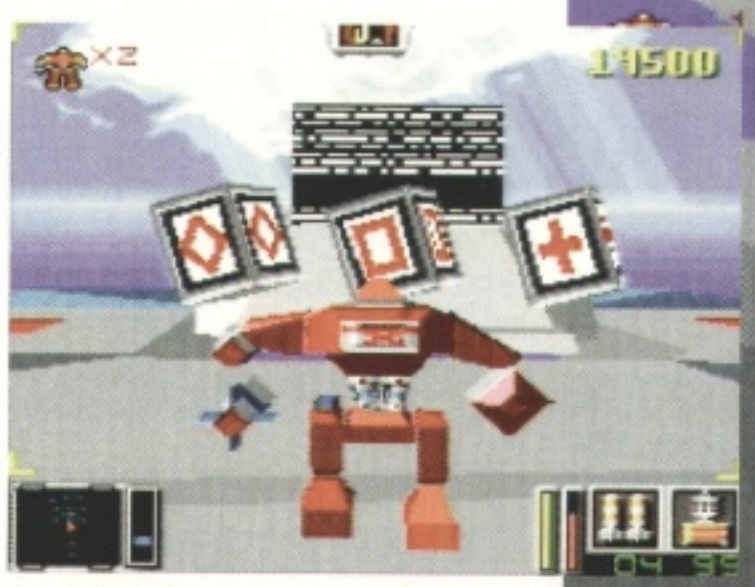
THE GREAT CIRCUS MYSTERY

(Capcom) *SP*27: 73%

● **Level codes**

What is it with the sudden surge of Mickey Mouse games? Are us SNES owners to be continually fed on a staple diet of crummy platform games with various species of vermin playing the central character? Hopefully not, but if you happen to like all these games then I'm sure that D Whitbread from Stortford, Hertfordshire can make your day with this list of passwords.

LEVEL 2 – PLUTO, DONALD, MICKEY, GOOFY
LEVEL 3 – GOOFY, DONALD, MICKEY, MINNIE
LEVEL 4 – DONALD, GOOFY, PLUTO, MICKEY
LEVEL 5 – MINNIE, MICKEY, DONALD, GOOFY
LEVEL 6 – MICKEY, GOOFY, PLUTO, MINNIE



OXO cubes, as you've never seen them before, haunt the land of the Vortex.

VORTEX

(Sony Imagesoft) *SP*26 90%

● **Level codes**

John McFarlane from Troon, Ayrshire has been beavering away on this Super FX game so he can supply us all with these lovely codes to skip those bits we hate.

CRYSTON – YFGJW
VOLTAIR – RWXVP
THERMIS – DHLNC
MAGMEMO – BGVRG
VORTEX2 – JNBTK
TRANTOR – XLQMB

Oh, by the way. John also supplied us with another little tip for a free energy refill. Just head in any direction until you aren't going any further on the map but it looks like you're still moving on the main screen and eventually the drop ship will come and pick you up and top up your fuel and energy.

Refuel your engines and keep up the pace with this sneaky little tip.

Mickey skips for joy as he realises that he can now skip levels too. Hurrah.

MICKEY MANIA

(Sony Imagesoft) *SP*26: 87%

● **Level select**

Another cursed Mickey Mouse game and almost the same tip too, but to access this one, here is what you must do. On the options screen select the Beanstalk 1 music and the Extra Try FX and then go to the Exit option and hold the L button for a while; if you hear a chime then the tip has worked and a level select will appear on the title screen.

EXHAUST HEAT 2

(Seta) *SP*18: 83%

● **Hidden game**
● **Time attack mode**

A couple of blinding tips and no mistake, congratulations and a pen go to Andrew Englemann from Barry Island, Wales and here are his discoveries in full glory. On the title screen press Y, Y, Y, Y, X, X. If you've done it correctly, then you should enter a one- or two-player shooting game where you must try and shoot each other from either-side of an asteroid belt. Don't forget that the tip must be entered with pad two. To enter the time attack mode you must use pad two and enter UP, X, RIGHT, Y, DOWN, B, LEFT, A, A on the Warning screen and you will be able to select a course to race on, a car to drive with and a time to beat.

THE LION KING

(Virgin)

● **Level select**
● **Invincibility**

At last, the first tip for Virgin's ace platformer and with the level select you can go straight to that good bit where you get chased by those buffalo (*Wildebeest, surely?* – Ed). And if you're a real skankster you can be the big lion straight away, cool or what? What you must do is go to the options screen and press B, A, R, R, Y exactly who Barry is I've no idea.

Will Simba and the Mandy Jordache get away with murder?

The hippo. Most often seen basking in a champagne glass on the front of tacky greetings cards.

MOST WANTED TIPS

Yes, this is where we call upon the hacking skills of our vast readership to help us find some of the more desirable tips that are lying dormant in the ROM chips of your game carts.

1. **DONKEY KONG COUNTRY**. Rumour has it that the original version of the game is hidden somewhere in the cart and an even wilder rumour suggests that the hidden original has been beefed up with fully rendered graphics like the *DKC* game itself. The finder of this corker will have our eternal thanks – and a pen too!
2. **INTERNATIONAL SUPERSTAR SOCCER.** Whilst the team searches desperately through their Japanese literature for any Perfect Eleven cheats that might remain in this PAL version, I have every confidence in you conniving lot of superstars out there to discover them firsthand. If you find them, get them to us right away.
3. **UNIRALLY**. Do you have any cheats to make this game more interesting? A concealed puzzle mode, or a bonus shoot-'em-up level, perhaps? Because I've never seen anything so tediously dull in all my years.

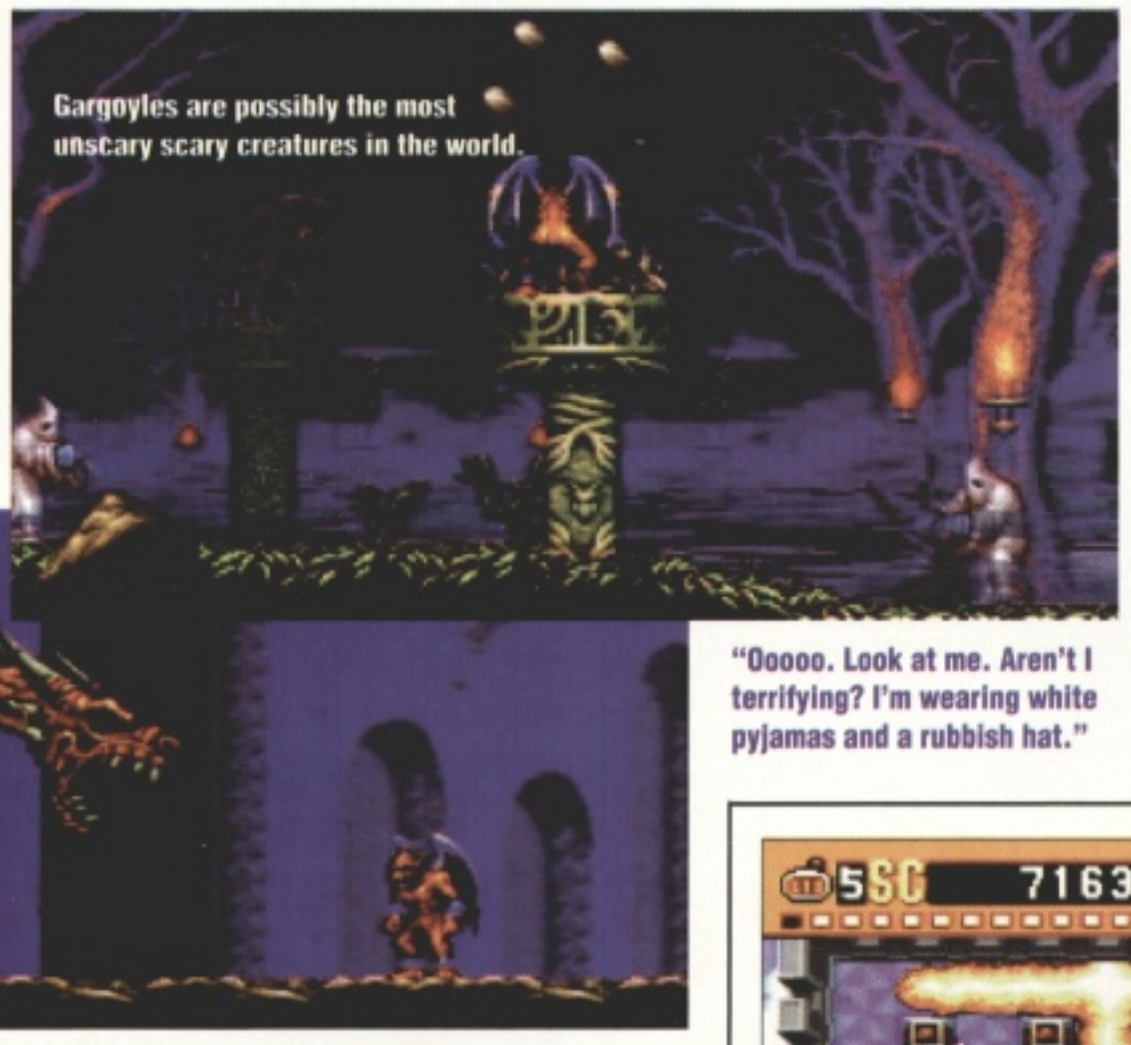
DEMON'S BLAZON

(Capcom) *SP*27: 80%

● **Super code**

This password, I'm reliably informed by an anonymous tipster, gives you all the gargoyle forms available, all the powers at their disposal, and opens up all the points on the map. Sounds suspiciously like an end-game password to me, and we don't normally print those, but we'll give our mysterious donor the benefit of the doubt and grant him his column inch of infamy.

QFFF
KNRR
DDLR
XGTQ



Gargoyles are possibly the most unscary scary creatures in the world.

"Ooooo. Look at me. Aren't I terrifying? I'm wearing white pyjamas and a rubbish hat."

ACTION REPLAY CODES

As always this section just manages to warrant column space due to the diligent work of a select few AR boffins. Keep it up, you heroes.

BOMBERMAN 2
7E1C6B02 – Full blast power-ups
7E005104 – See end sequence

THE LION KING
7E200408 – Infinite energy
7E200220 – Lion roar always at full charge

RISE OF THE ROBOTS
7E0F4A57 – Infinite energy for player one
7E063960 – Freeze timer

DONKEY KONG COUNTRY
7E057705 – Infinite lives

SUPER STREET FIGHTER II
7E05370X – Two special moves at once for player one (X = 0,2,4 or 6)
7E07770X – As above but for player 2
7E02B1XX – Substitute XX for any two numbers to change the colour of the fireballs

SHAQ FU

(Electronic Arts)

● **Blood mode**

Hey now this is what I like to see. I know the game's crap but a tip to put red sloppy bits all over the screen is fine by me and this is how it's done.

Go to the option screen and using pad 1 enter: Y, X, B, A, L, R and if you've been fast enough the screen will flash red and you had better prepare for some seriously bloodthirsty action.

SUPER BOMBERMAN

(Virgin/Hudsonsoft) *SP*21 91%

● **Extra rattle screen AR codes**

We already knew that this game held a few hidden bits and pieces but, despite our best efforts, we just couldn't find them. Now an AR code has revealed an extra two screens available in battle mode. Enter the following on the parameter grid:

7E1C CD0x where x is either A or B

Hudsonsoft programmers seem to have a habit of concealing things you'd much rather have on the option screen and, while this code is fine for Action Replay users, it would be useful to know the actual keypress or button sequence which allows you to access these screens from within the game. So get hunting, eh?

We challenge you to find more hidden stuff on this brilliant game. At *Super Play* we like to share our secrets, so, er, technically they're not secret any more.

STUNT RACE FX

(Nintendo) *SP*22: 93%

● **Race control without stars**
● **Easy start**

Nintendo games are always packed with loads of little bits and bobs which keep you coming back long after the others have been relegated to the games shelf to spend the rest of their days growing a thick coat of fungus. This game is no exception as Chris Caudery from Aylesbury demonstrates. He says that if you enter your initials as RCT you can play the Radio Control game without having to collect all of the stars. Howard Vass has also found a little tip to save getting out of the chair when you want to reset: just hold L, R, SELECT and press START. That last one's not really a cheat, we admit, but little do you know that *Super Play*'s alternative title is Couch Potato Monthly.

THE FINAL CURTAIN

Do you have a tip so hot that just writing it down burns holes in the paper? Then send it to me at the address below. But don't try to phone it in – the Super Play staff are vile tricksters, and will expensively redirect your call to Tel Aviv Air Traffic Control.

MODE 7, *SUPER PLAY*, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

FREE ADS

Want to meet a mate or simply create some cash? Just fill in that exciting little coupon and take part in our own Supermarket Sweep.

SUPER MARKET

HARDWARE FOR SALE

● US SNES for sale, inc 3 converters, adaptors, dust covers + multitap. 12 games, all excellent condition. Super Play issues, all boxed + instructions, exc cond. Worth £925 + . Sell for £400. Tel: (0181) 9988994

● UK SNES, 2 pads, converters, multitap, 13 games inc MKII, SSFII, Street Racer worth over £775. Sell for £400. Buyer must collect. Tel: (01501) 741372

● SNES Super Scope for sale. Good working order. Sell for only £15. Tel: (0181) 4626149

● UK SNES for sale, 9 games including Donkey Kong Country, Stunt Race FX, SFII turbo etc, two joypads and AV lead with a Euro head as well, box for some games in good condition, £300 ono. Tel: (0121) 7713581

● SNES (UK) for sale, 2 games, US/JAP SF converter, 1 pad, all leads £100, also G-boy plus 5 games. A bargain at only £85 or you can swap both for a NEO GEO + cart & stick. Call James on: (01924) 848007

● SNES, 5 controllers, 7 games (all 90%+), inc, MKII, FIFA and NBA JAM (ALL UK), Universal converter, etc... worth appx £480 sell for £290! Tel: (01707) 872500

● Great deal! Commodore 64 with loads of games £22. Must be ready to collect from Stratford-on-Avon. Call Jayne on: (01789) 292788

● PC Engine GT with 13 games inc, PC Kid 3, SFII CE, Final Soldier, Gradius Dragon Sabre + Adaptor £250 ono. Phone: (01900) 826062

● UK SNES for sale + 2 pads + adaptor. Games inc, SFII turbo, Equinox, Street Racer, Zelda, FIFA, Pool, Starwing, RNR Racing, all for £275 ono. Will consider selling the games separately. Tel: (01252) 873425

● SNES for sale, with 22 games including Stunt Race FX, NBA Jam and Mario Kart, also includes Universal Adaptor, all for £400. Tel: (01538) 702625

● SNES for sale with 7 games inc, Mortal Kombat 2, Super Mario Paint and Alien 3, two joypads, mouse and universal adaptor, £240 ono. Tel: (01773) 834044

● PC Engine Core Grafix II in brilliant condition with 5 excellent games. Sell for £100. Tel: (01253) 878143, after 4pm.

● SEGA Master System II & 10 games:- Spiderman, Spellcaster, Alien Storm, Strider II, Speedball, Speedball II, Alex Kidd, Winter Olympics. £120 ono. Tel: (01253) 729677

● Amiga and games, mouse, joystick and converter. £100. SNES games: Starwing (UK) £15, Castlevania (UK) £10. Gamegear with Columns, TV tuner + Joe Montana £75. Will swap Amiga for SNES. Tel: (01352) 712421

● UK SNES, 2 joypads, 65 games (inc MKII, Street Racer, Punch Out, Earthworm Jim, Micro Machines, Fifa, NBA live) worth loads. Sell for £450 ono, Call Ben on (01252) 713415

● UK SNES + Mario Kart, Starwing, programmable joypad, two normal pads. Phone Andy on: (0117) 9839865. £100 ono. Super plays 1-28 – Any offers will be considered.

● NES for sale with 9 games, joystick and light gun. All in good condition £80. Call Michael on: (0171) 4309185

● UK SNES with 13 games inc Cybernator, Super Tennis, G+G, SFII, All stars, SMB IV, Smash TV. Also 2 pads + carry case all boxed. All this for only £250. Tel: (0116) 2768897

● UK SNES, 3 joypads and 8 games, Fifa, Super Tennis, Zelda III, Desert Strike, Super Star Wars, World Class Rugby, NMLPA 93, Super Probotector. Sell together or separately for £180 ono. Tel: (01303) 813934

● 300 USA Scart version, Plays all games. Full screen, full speed picture. 8 brilliant games. Everything mint condition. Worth £800. Sell for £500. Tel Jon on: (01243) 584106

● £200 UK SNES, 2 joypads, SFII, Super Mario Kart, S/Wing, Pop 'n' Twinbee, Ranma 1/2. All boxed, excellent condition, throw in 15 issues of SP & 4 SNES mags, must collect, Tel: (01252) 872855 after 6pm

● NES, 2 joypads, joystick, Zapper gun, 15 games inc, Zelda, Metroid, Super Mario Bros 1 + 2, Contra etc. All boxed £85 ono. Tel Gary on: (01754) 769723 after 6pm

● UK SNES fully boxed + Donkey Kong Country, Turbo, Black Hawk, Secret of Mana, Pop 'n' Twinbee, two joypads + Supermultitap. £250 ono. Tel: (0181) 4615425

● Amiga CD 32 for sale, 2 control pads, 11 top games, mouse, boxed and in great condition. £170, Call Geln on: (01920) 467928

● Jaguar (US) with scart lead – also with Doom, Alien Vs Predator + Tempest 2000. £180 ono. Sheffield area. Tel: (0114) 2665413

● UK SNES, 3 control pads (2 infra red) 8 great games inc. Mario Kart, Super Bomberman, Mystical Ninja, NCAA, etc. Offers around £250. Must collect. Tel: (01384) 279883

● For sale Nintendo entertainment system PAL version. Games: Mario Bros 3, Game Genie, 2 control pads and a super joystick. £35. Tel: Bideford 470661

● Ace modified Megadrive/Mega CD + USA 32X. Plays all carts + jap/US CDs + latest 32x games. £350 ono Tel: (0181) 6062567 (day only)

● Jaguar 64 bit inc 4 games £190 ono. CD Rom drive for A1200 with CDs £130, Amiga A1200 with boxed games £200 ono. Tel: (01639) 814043

● For Sale: UK SNES with 4 top games, Scart lead + SN Pro Pad. All boxed as new, P+P paid by me – £120 ono. Phone Paul on (01379) 644928 for more info.

● Atari Lynx great condition, 5 games, carry case, adaptor and link up cable for £85. Call after 4.30pm. Tel: (01837) 810686

● Sega Master System 2, 1 gun, Rapid fire unit, 2 pads, 8 games. All good titles, £50 ono. Tel: (01621) 779754

● NEO-GEO Scart, 2 joysticks, memory card, 8 games, Samurai Shodown, Sidekicks, Art of Fighting, worth over £1000, Sale for £450. Call Abbey on (0171) 250 4161 6pm.

● UK SNES + MKII, Donkey Kong Country, Stunt Race FX, Super SFII, SFII Turbo, Super Bomberman, Starwing, multipad + 3 controllers, stereo lead + Action Replay II. All £250. Tel: (01634) 819014

● SNES 2 control pads 1 turbo, 6 games + plus Action Replay. All boxed, perfect condition. SHOP! Price £200, Bargain £125. Tel: (01252) 510558

● Super NES + Scart leads with Bomber 1 + 2, Donkey Kong Country, Plok, Super Mario Kart and Final Fantasy 3 + multitap and 4 controllers and games converter, all boxed excellent condition, £190. Tel: (01892) 523095

● Atari Jaguar 64-Bit with Cybermorph and Tempest 2000. Boxed as new. £150. No swaps please. Tel: (01978) 265497

● SNES, 13 great games, 12 over 88% SP, 2 pads, multitap plus Gameboy with 2 games plus loads of mags and posters. Swap considered. £370 ono. Tel David on: (01232) 747863

● Jamma arcade machine table type two six button joysticks plus two PCBs WWF Wrestlefest + TMN Turtles. £300 ono. Tel: (0181) 8548903

● Multitap £13, Nintendo joypad £7, Quest joypad £5, Latest converter £13. Phone: (01779) 812732

GAMES FOR SALE

● SNES games for sale. Super Metroid (pal) £40, Donkey Kong Country (pal) £45, World Cup USA 94 (pal) £35, Mario World (pal) £20, SFII Turbo Limited ED (pal) £30. All in perfect condition boxes and instructions. Tel: (01706) 342847

● SNES games: Sim City £20, Madden 93 £10, Batman Returns (USA) £25, Actraiser (USA) £30. All have box and instructions (Colchester area) Will swap. Tel: (01255) 870330

● Loads of the most recent games for sale (or swap) including: Donkey Kong, Rock 'n' Roll, Super Metroid, Sensible Soccer, Super Soccer, Jurassic Park, Mystical Ninja, Striker, Aladdin, Mickeys Magical Quest, Alien 3, Pebble Beach Golf, Hole in One Golf. Bargain Prices from £10-£30. Tel: (01253) 357702 anytime.

● UK SNES for sale plus SFII Turbo, Fifa Soccer, Striker, Lost Vikings, Super Tennis and Super Mario World. All boxed and in excellent condition. £130 the lot. Tel: (01704) 507276

● Final Fantasy 2 (US) £20 or swap for Lufia-Elfaria or Soulblazer. Call: (01705) 790861

● Good news: Shadowrun £33, MK £22, SFII £18, SSFII Turbo £28, Final Fight £12, Royal Rumble £28, Heat Seeker £10. Bad news: I live in Cornwall. Tel: (01637) 876918

● SNES games for sale. World Class Rugby, Soccer Mango Film, SFII, Road Runner, Bob. swap/sell £25. Call Lib after 5pm. Tel: Chester 679395

● For sale Super Mario All Stars in mint condition £15. Must be in Colchester area. Phone between 6-7pm Tel: (01206) 577478

● UK SNES games, Smash TV, F-Zero, Super Probotector, UN Squadron, Top Gear, Super Tennis, Super Mario Bros, £10-20. Tel: (01772) 745004

● UK SNES games: Axelay, Pilotwings, Super Castlevania, SFII, Actraiser, Power Monger, Super Aleste, Alien 3, WL Basketball, Zelda 3, Super Ghouls 'n' Ghosts £15-20. Tel: (01772) 745004

● Lemmings (UK). Boxed, instructions £25, Super Tennis (UK) instructions and box £23 or swap for Action Replay 1 or 2 or a good game (one for one) Tel: (01638) 662638

● For sales/swap:- Super SFII (US). Swap for Secret of Mana or £40. Phone Len on: (01562) 824092 now.

● Utopia (US) £16, Populous 2 (UK) £15, Madden 94 (US) £18, Lemmings (UK) £10, Marioworld £8. Call Pete on: (01895) 632413

● For sale The Magical Quest, Mickey Mouse (US). Game for £15. Tel Graham on Maidstone (01622) 747075

● Games for sale: Mario World (no box) £5, Rampart (US) £7.50, Contra 3 (US) £10, Striker £12, Flashback £15, Mortal Kombat £12, NBA Jam £18, Pro Universal Adaptor (does NTSC) £5, Stunt Race FX (US) £25, SFII Turbo £15. Call (01524) 33956 after 6pm. Ask for Jamie. All games are with box and instructions and are British unless stated.

● 20 Game Boy games for sale including: Roger Rabbit and Krusty's Fun House. Also Mega Man X, Aladdin + Pinball Dreams for UK SNES. Phone Richard on: (0161) 4398145 after 5pm

● UK SNES games for sale: Asterix £15 and Alien III £20. Phone (01132) 323376 after 5pm

● Excellent SNES games for sale! All UK: Zelda, Sensi Soccer, Prince of Persia, Flashback, Smash TV, Pilot wings £25 each. P+P inc. Will consider swaps. Ask for Robert on: Chichester (01243) 375888

● US Scart SNES plays pal games full screen without converter, two pads + 10 games SFII Turbo, MKII, Street Racer, Mario World, S Empire etc, £200 Ask for Carl. Tel: (01623) 746230

● UK Lagoon £15, Shadowrun £25, US Zelda £25, Actraiser, Soulblazer, FF Mystic Quest £20, Arcana £15, 16 bit converter £5. Tel Jackie between 6-8pm on: (01481) 47732

● Donkey Kong Country for sale (UK) in mint condition. Must collect £40 ono. Tel: (01293) 404502. Ask for Ali

● Blackhawk £25, Wolfenstein 3D £15, Sim City £10, 7th Saga (US) £12, Super Metroid (US) £17, Mystical Ninja (US) £17, Mystical Quest (US) £7, Mechwarrior £22, Young Merlin £22 (P+P inc) Tel: (01379) 740367 after 6pm

● UK SFII unboxed £10. Tel: (01865) 773131

● I have Mario Paint with mouse. No mouse pad. Cost £30. Tel: (01953) 602354

● Mickey's Magical Quest (US) will sell for £28 or swap for any decent game in mint condition. Tel: (01992) 626130. Ask for Richard.

● For sale, 10 games on Super NES (prices £15-22) New game Donkey Kong Country £35. Tel: (01736) 752021

● SM Kart (£20), SM World (£10), SM All Stars (£20), SFII Turbo (£20), Starwing (£15), Joe + Mac (£10), Addams Family (£15), Plok (£20) – All UK. Secret of Mana (£25), Roadrunner (£10), Bomberman (£25) – All US. Universal Adaptor (£10), Multitap (£15), Joystick (£5), 2 joypads (2x£7), Starwing Adaptor (£5). Tel: (01642) 312697 after 5pm and ask for Andrew.

● Super Play issues 1-27. Most mint £50. Tel: (01703) 325003

● Acros 386SX PC IBM, 2 years old. Printer citizen. Swift 200. Games, legend + MIG 29M for same computer + 200L1 for Amiga Price £655 (for all above) Tel: (01)2896166

● Young Merlin £15, Dungeon Master (US) £15 or swap for Equinox or Lost Vikings. Tel: (01756) 701328

● Super Kick Off III unwanted gift £30. Super Play mags Nos 1, 2, 4-27 £2 each or 3 for £5. Tel: (01501) 731813

● Donkey Kong Country, never been used repeated gift. Phone after 11am and ask for Luke. Tel: (0181) 5553190

● SFII Turbo (US + Adaptor), Fifa International Soccer £30 each or £50 for the pair. Tel: (0181) 8039763

● SNES games for sale. Turtles Tournament Fighters £30, R-Type 3 £25, Mystical Ninja, Cybernator, Sunset Riders £22 each. Super Aleste, Spin Dizzy, Ghouls 'n' Ghosts, Battletoads £20 each. Phone Dave on: (01265) 832930

● SNES games for sale, Super Punch Out £40, US Earthworm Jim, US £35, Championship Pool UK £20, Batman Returns Jap £10, UN Squadon UK £20, Super Battleship £15. (Barnet EN4) Tel: (01956) 553287

WANTED

● Has anyone got a Philips CM8833 MKII monitor or a Sony KVM 1400 FST TV/Monitor to run a 60hz SNES that they will swap for the following PAL games for the SNES, Donkey Kong Country, Super Metroid, USA 94 and Super Mario World all in perfect condition with boxes and instructions. Tel: (01706 342847

● Donkey Kong Country or swap the Magical Quest starring Mickey Mouse. Wanted Turtles Tournament Fighters or swap Super Streetfighter II. Tel: (01922) 36591

● Sensible Soccer for Super Nintendo in Bucks area. Tel: (01494) 775069

● Any games for youngster. Preferably learning games ie Thomas Tank Engine, Turtles. Tel: (01474) 706556

● C64 games pay 50p – £4 each. And accessories for C64, such as tape decks, disk drives, interfaces, lightpen. Will pay between £3-£10. Tel: (01638) 662638

● My name is Lee, I'm 18 yrs old. I would like male and female penpals, so get writing. 5 Hillhead Drive, Windmill Est, Batley, W.Yorks, WF17 0PA.

● SNES Pal booster. Phone: (01779) 812732

● Super Play issues 1,2,3 and Super Play, Gold. Will pay £5 for each. Must be in good condition. Tel: (01) 8414245

● Supermetroid, Stunt Race FX, Secret of Mana, Bomberman, Vortex, Will pay between £20-25 for UK versions, boxed. Also for sale (or will consider swapping) UK games: Mario All Stars £25, Cybernator £20, Spectre £10, Streetfighter II (Jap) £8, Datel Adaptor £5. Phone Douglas on: (01372) 465381

● Hi, my name is Nicky, I like playing Super Nintendo, and would like a penpal anywhere in the world to write to aged between 10-13. Write to Nicky Grant, 69 Charles Drive, Goole, North Humberside, DN14 6FJ.

● Hi my name's Simon and I would like a penpal who is really into Dragon Ball 2. Please tel for address: (0116) 2766210

● SNES contacts wanted for game swaps. Tel: (0117) 9491721

● Wanted! Akira cards: 24, 54, 91 and any chrome or foil cards. Good prices. Tel: (01926) 651757

MESSAGES AND EVENTS

● SNES Force Issues 1 – £4.50 with free gifts.SNES Force Issue 2-10 – £2.50 each. £22 lot. All in mint condition and with free gifts. Tel Kevin on: (01772) 685179

● NMS Issues 2 + 4 – 26 for sale, £25 ono. Buyer collects from South Cumbria area. Tel Phil on: (015395) 32260 after 6pm.

● Members required for fast expanding games club. Games are bought, sold and swapped. Many formats are available including SNES, AMIGA, PC, GAMEBOY MASTER SYSTEMS, NES and CD32. Tel: (0191) 5268394

● Super Play Issues 1-28, 1-3 £10 each, 4-28 £1 each all in mint condition. Telephone: (0121) 3568841

● 79 Good condition SNES mags for sale – many first issues – £100 ono. Tel: (01226) 761130. Must collect.

● NEO GEO two joysticks memory Card Scart, Fatal Fury, 2020 Baseball, Burning Fight, NAM 75, Magician Lord. All boxed £325 ono. Tel: (01604) 709895

● Japanese comics for sale, Nausicaa Akira, Appleseed, etc, £600 or good swap. No splits. Animation mags, Newtype, Animate, Animedia, offers please! Buyer must collect. Tel: (01912) 741854

● Mega Drive 2 for sale with Fifa Soccer, EA Hockey, John Madden Football, Mario Lemieux Hockey, Agassi Tennis, California Games, World Cup 90, Splatter House 2. £180 for the lot or swap, ask for Stuart on: (01923) 440260

● Boy or girl interested in Consoles, listening to music, likes Manga and drawing write to Cong aged between 12-14 preferred and not be a boring geezer. Va Cong Pham, 16 Sampson Rd, Sparkbrook, Birmingham, B11 1JL. Tel: (0121) 7713581

● ANIME fans. I have over 450 titles for sale or swap. No time wasters. For details contact Mark on: (01604) 881805

● Mags to sell or swap for games or £9. 15 mags for a bundle. No time wasters. Tel: (0171) 7890828

● Boxed Gameboy and 8 games for sale, including Zelda, Alien 3, Championship Pool and Puggsey's Scavenger Hunt only £80, or sell all games only for £65 (perfect for Super GB owners) Phone Dave on: (01265) 832930

● UK SNES 4 games, Kick Off 3, Secret of Mana, Jammy Con, Rugby, Pro converter, 2 pads, plenty of mags £140. Gameboy + 2 games, Metroid + Megaman £40 or swap lot for Amiga 1200. Tel: (01484) 545771

● 50+ mags to sell, from Edge, MMS, Amiga Format and lots more. Almost all in excellent condition. Send a large SAE to: Philip Denby, 2 Hartley St, Boston, Lincolnshire, PE21 9BS. Buyer collects or pays for postage.

● For Sale. US SNES games, Earthworm Jim £25, Cybernator £20, UK SNES games, Donkey Kong £25, Spectre £20, Fifa £20. Phone: (0191) 5212340. Ask for Dave.

● Magazines for sale: EGM: ish 46-53, 55, 56. Gamesmaster: ish 1-17. Super Action: ish 1-21. NMS: ish 1, 2, 4, 6-19. CVG: ish 128-149. Gamezone: ish 1-12. Go!: ish 2, 6, 7, 9-24. Plus loads of other magazines, cheat books, game guides. All together worth £235. Phone Paul after 4pm on (01793) 533764

● Superplay issues 1-27. Every issue excellent condition throughout. Will not sell separately. £40. Tel: (01376) 570155

● Super Play issues 1-28 (No 14 tatty). Bargain at £30. Will not split. Tel: (01524) 414456

SWAP

● Swap Axelay for Lemmings and Mario Kart for any good offer. European games accepted. Tel: (01226) 780422

● Swap your Kevin Keegan's Football or Zombies for Mr Nutz or Troddlers. My games (UK) yours either. Call: (01392) 435367

● Swap my Tuff e Nuff for Bart's Nightmare or swap TEN and Fatal Fury for Sunset Riders, Royal Rumble, Dragon Ball 2 2 or 3, Ranma 2 1/5, Kikikaikai, TTF or Actraiser. Tel: (01224) 644912. Ask for Tom.

● I'll swap my Street Racer a New Years present for your NHL 94/Madden 94 in GWO. Phone Edd on (01480) 411784

● Swap Gameboy, light, case, adaptor/power pack + 5 games (1 unboxed & without instr) for Might & Magic 3 (US) & NTSC convertor on SNES. You must collect or post first by rec delivery – Ask for Kong. Tel: (01602) 304527

● Swap boxed US SNES with 20 games plus Game Genie with pro replay. I want Amiga 1200 with games. Contact Ricky on: (0181) 3687486

● I will swap my Pitfighter for your Starwing or any other good game. I have Aladdin to swap too for Mario Kart. Ask for Amar on: (0121) 5683135 after 7pm. Birmingham area.

● NEO CD Sega Saturn and Sony Playstation 300 contacts!. For info phone Fiz on: (01203) 230658.

● I will swap my Sensible Soccer, Flashback or MKI (all UK) for your Fifa Soccer, Alien 3 or Kev Keegan (all UK) Ring Tom after 4pm on: (01270) 873798

● Mags for sale, Sega No1 Super Play mags, Super XS for sale or swap for m/drive or SNES games or Gameboy. Tel: (0171) 7890828

● Will swap my Logic 3 arcade style joystick and SFII Turbo fully boxed, for your Fifa Soccer and NBA Jam. Call Ashley on: (01652) 655815

● Swap Jurassic Park or Smash TV for Rock 'n' Roll Racing. Phone Christopher on: (01900) 827980

● Super SNES games for sale or swap. Don't pay expensive shop prices. Tel: (01463) 711205 after 6pm weekdays + 10 am weekend.

● I will swap my Sparkster (UK) or Streetracer (UK) for your Mortal Kombat II (UK) or Super Street Fighter II (UK). Phone: (01772) 716647 after 4pm and ask for Gavin.

● UK SNES games: MKII + DKC, swap for good games UK, jap + USA. Ask for Ashley. Any games considered. Tel: (0121) 6246926

● Will swap my UK SNES with 4 games, 2 pads incl, Pro converter, Secret of Mana, Kick Off 3 + Gameboy + 2 games, for your Amiga 1220, no games or Amiga 600 with games. Deliver in West Yorks. Tel: (01484) 545771

● I will swap my Batman Returns (UK), Super Mario World (UK) or Super Mario All Stars (US) for Zombies or Super Metroid. One for one. Please contact after 4pm on: (01353) 723081

● Swap my UK SFII or Super Tennis for your Aladdin (UK) boxed with instructions. Call: (01865) 245123. Ask for Flat 79.

● Swap Bomberman 1 for Mario Paint with mouse. Boxed with instructions. Tel: (0141) 6320410

● UK SNES with 15 games including DK Country, Stunt Race FX + many more top games, one control pad and scope, also mouse. Swap for A1200 or A4000. Tel: (01892) 832210

● SNES all UK + boxed. I have: Pilot wings, SFII, Super Mario World, Championship Pool, Starwing, S Soccer, S Aleste, Royal Ramble and F.Zero. If interested write to my address saying what game you want and your game to swap and I'll get back to you – Cheers! Elliot Rutter, 161 Blenheim Close, Padgate, Warrington, Cheshire, WA2 0JJ.

● Hi I will swap my Mystic Quest (UK)/Find Fantasy for Secret of Mana. Tel: (01702) 523729

● I'll swap a UK SFII Turbo (No box) for Clayfighters, Plok, Nigel Mansells or Super Bomberman with a Multitap. Must all be UK. Tel: (01553) 762178

● I will swap both my Zombies and Super Formation Soccer 2 for your Fatal Fury 2 Jap or US versions. Tel: (0115) 9762264

● I'll swap my Maximum Carnage or Pilot Wings or Mortal Kombat for your NBA Live 95 or Lethal Enforcers with Light Gun. Telephone: (01407) 861136

● For sale Street Racer, Perfect condition £25 or swap for SFII Turbo or Secret of Mana. Tel: (01203) 229882

● SNES games Mario World (US) Super G+G (US) Royal Rumble – Flashback, Starwing – Smash TV (UK), (UK) James Pond – Battle Toads of RD. Phlanx (jp). Decent games wanted. Tel: (01483) 576778

● Will swap DK Country for your Augusta Masters 2. Tel: (0141) 5547947

● Is anybody interested in swapping their Fifa, SNES US, UK or Jap for my US SFII + Converter? Tel: (01594) 837516

● Do you want to swap World Class Rugby, Lemmings or Streetfighter II for your Micro Machines? Call Libby on: Chester 679395. I'll consider any other games.

● Will swap R-type III (UK) Mario All-Stars (not boxed) for either any Dragon Ball Z game, Contrab, Probotector, Breath of Fire, Ranma game, Ninja warriors. Jap carts, not boxed accepted. Tel: (0151) 3342669

● My Mario All stars, SFII Turbo, MKII, Sim City, SWIV, Ghouls 'n' Ghosts for Zelda, Secret of Mana, Super SFII, Dungeon Master, Smash TV (All UK). Tel: (01564) 777920. Ask for Fishman.

● I would like to swap Mana, Actraiser, Lost Vikings, Aladdin for Dungeons Master UN Squadron or what have you. Tel: (01243) 778942 after 6pm

● I will swap my Batman Returns, Adventure Island 1, Krusty's Fun House, Mansells World Championships, for Alien III and Zelda III. Birmingham area, Don't phone Monday after 7pm. Ask for Rav. Tel: (0121) 5534248

● Swap my NBA Jam, Crash Dummies, Clay Fighter, First Samurai and others for Secret of Mana. Call Dominic on Tel: (0803) 526255

● I will do a straight swap for my Dragon's Lair (Eng), Ghouls and Ghosts (Jap), M Kombat (Eng), Shadow run (Eng). For any decent game. Anything considered. Tel: (01423) 331162

● Swap Batman Returns, Adventure Island II, Krusty's Fun House, Nigel Mansell's World Championship, swap for Zelda III, Alien 3. Don't phone Monday. Phone after 7pm. Ask for Rav. Tel: (0121) 5534248

● Contacts for SNES send lists of games to swap to 22 Hamlet Road, Fleetwood, FY7 7HW. Tel: (01253) 876469

● Swap your Kevin Keegan's Football or NBA Jam UK or US for my Desert Strike US of Mr Nutz UK. Ask for Gary between 4-8pm. Tel: (01392) 435367

● Swap Super Metroid with players guide for Actraiser 1, Cybernator, Secret of Mana or sell for £25. Tel: (01702) 337111

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EXCITABLE VIEWPOINT
PLAY BACK

If there's something bugging you and you want to sound off about it, get writing to us at Play Back, *Super Play*, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

'VERY ZEN'

Setting aside your reviewer's dislike of *Space Invaders* (very Zen, beautiful in its simplicity and without doubt one of the best cures for lingering feelings of teenage inadequacy) I can't help but feel that perhaps they missed an interesting implication in its Super Game Boy release: that in providing full screen software through application of the SGB, the Game Boy cartridge becomes a way of releasing games at what is effectively budget price, neatly side-stepping Nintendo's tight pricing policies.

It seems strange that the ability to play full screen isn't mentioned on the *Space Invaders* box. Whether this has been overlooked or deliberately understated is impossible to tell, especially as full screen play at roughly half the cost of a standard SNES cart would be one of the strongest reasons yet to actually invest in a Super Game Boy, but I find it hard to believe that this new application hasn't occurred to Nintendo.

Either this is the most subtle marketing campaign ever (I doubt it, but...) or Nintendo just doesn't care; as long as *Space Invaders* sells, Nintendo makes money... All of this means little, of course, if there are no games playable enough to be squeezed into the Game Boy's tiny memory (step forward *Defender*, *Galaxian*, *Scramble*, *Cosmic Guerilla* etc.) but it seems to me that it's only a matter of time until some bright spark realises that troublesome memory-gobbling Game Boy data can be removed in favour of code which only works with the Super Game Boy. Perhaps a new Nintendo gaming platform has been sneaked in without anyone realising.

Eugene Coyne,
London

We realised: that's why we ran a news story highlighting that very fact. Handled correctly, a line of budget titles could sell the Super Game Boy rather more effectively than Nintendo UK have managed so far.

With a sensible maximum of 4 megabits, however, it does limit the sort of games that can be accommodated on the smaller format. Larger GB carts aren't impossible, but the increase in manufacturing costs – and thus the higher prices passed on to you gamers– would negate the advantages. Talking of arcade classics...

'AND ANOTHER THING'

First of all I would like to thank you for getting your fab mag to Spain. I'll subscribe myself as soon as possible. The real purpose of my letter is to get my opinion through about retrogaming. For me retrogaming isn't necessary. We see *Pole Position*, *Space Invaders* and *Defender* every day in the arcades, represented by *Ridge Racer*, *Aerofighters 2* and *Eco Fighters*. All the time and resources spent on updating a game like *Asteroids*, which in its day was a classic, should be diverted to developing new and original ideas. In the last few years, I've only seen *Populous* and *Tetris* as completely new game ideas. Although a new idea based on an old game style can also be good – take a look at *SSF2* or *DBZ* series. Of course *DKC* is a great technological leap, and will rob Sega of Mega Drive sales (something which amuses me), but then again it's only *Pitfall* or *SMB* in Silicon Graphics tailored clothing. I would like other readers to write in and say what they think about retrogaming.

Francisco Perkins,
Barcelona, Spain

You heard the man, you know the drill. Is Eugene Coyne in a minority, or would you pay to play those arcade classics on your SNES?

Write in and let us know.

Now, I sense a fierce and passionate debate approaching. What burning intellectual issue has galvanised our readership into action this month?

'PLASTIC BOXES, LIKE SEGA OWNERS'

In response to Kenneth Young's letter which was printed in Issue 28 of your super mag, I too would like Nintendo to get their act together about the price of games and to start releasing games in plastic boxes, like the ones Sega owners get. As regards the price of these plastic boxes, I was in the Birmingham branch of Future Zone a couple of weeks back and just happened to notice some "Video Game Library Protector Cases" priced at 99p. I would be willing to pay this much more. If Sega owners can get nice little

KINDLY LEAVE THE STAGE

***Super Play* welcomes all jokes from would-be comedians. Except Les Dennis. Oh, yeah, and budding Bernard Mannings can steer well clear too.**

Q: What do you call a fly with no wings?
A: A walk.
Charles Wilson
Martock, Somerset
2/10

For many months now, Peter Brodie has been sending his jokes to KLTS from the other side of the world. We have reason to believe the long journey must be sapping their funniness...

Q: What does a boy monster do when a girl monster rolls her eyes at him?
A: He picks them up and rolls them back to her.
Peter Brodie
Cronulla, Australia
1/10

Two nuns are driving along in a car when Count Dracula suddenly lands on their windscreen and hisses at them.
First nun: Quick, show him your cross!
Second nun: Okay.
Oi! Dracula! No!
David Finn,
Greenford,
Middlesex 3/10

Get 5/10 or above for your joke and you win yourself a stupendous T-shirt. Kindly Leave The Stage, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

THE SUPER PLAY INTERESTING-O-METER

What will and what won't turn us on...

Alternative uses for the SGB

Ultra 64 – worth the wait?

HOT

NOT

Plastic boxes

Asking for Wil's artwork

plastic boxes, why can't we?

I would also like to see more of Wil Overton's amazing cover designs being put onto posters, so that I could brighten up my rather dull looking school art folder with them. The illustrations I particularly like are Issue 18 (*Spellbound*), Issue 25 (*Secret of Mana*) and Issue 24 (*Breath of Fire*).

Alastair Gordon
Cannock, Staffordshire

Plastic boxes, then, is it? I see. Absolutely fascinating. No, please, go on.

'YOU CAN LEAVE'

I think that while plastic boxes are a good idea, all you need is a little plastic holder to cover up the edge connector on the cartridge itself, like American carts have. It makes the games much easier to carry around and means you can leave your cardboard box on a shelf somewhere and it'll stay in perfect condition.

PS. Please ask Wil to draw some lovely posters for my walls.

PPS. Don't call me "Conran the Barbarian", it gets on my nerves.

Conran Cook
Oxford

So much for intense and stimulating debate. Okay, let's talk boxes (sigh).

Nintendo actually have very strict rules for the size and appearance of game boxes. Third party licencees must supply artwork, logos, text and screenshots to exact specifications if they wish their carts to appear on the shop shelves. It's a small shame because we miss out on all that gimmicky paraphernalia like player hand-outs, termination licences, scratch 'n' sniff cards, 3D shades and other freebies that used to accompany computer games.

Bizarrely, Nintendo then went ahead and proved they were a law unto themselves by packaging their own *Super Metroid* game in a double size box with a player's guide. The sort of box and guidebook that wouldn't allow for a game by, say, Acclaim or Ocean. Mmm, that's fair.

'KENNETH'

I want to write down my view about the SNES boxes. Kenneth Young in issue 28 was...

Ronald W A van Rutten
Maassluis, Netherlands

Sorry Ronald, you're too late. Besides, we've had enough excitement for one month.

'DOMINATED BY SNOBS'

I am one of the many readers who have bought *Super Play* from the first issue. During that time I have written a couple of times, but nothing – no reply at all. So, imagine my surprise when I opened *Super Play* 27 to find my letter. I wasn't even expecting a reply from *Super Play*, never mind from Peter Molyneux himself. In an industry that's dominated by snobs, it's refreshing to see there are still some people who are down to earth, and although I don't like his Super NES conversions I must confess that I recently had a go of *Magic Carpet* on my mate's PC and it made me very jealous indeed.

Jon Quinn
Liverpool

We simply don't have time to reply to your letters personally, I'm afraid, and we only have space to print a select few. Enclosing an SAE makes no difference. However, we do read EVERY letter we receive and they have a marked influence on the magazine you're reading right now.

So do keep writing, and don't feel ignored if you don't immediately see your name in print.

CART BEATS

Our request for suitable soundtracks in video games drew quite a response, and included music from practically every genre. No, tell a lie – there was no skiffle. And no chart R&B. And no bhangra, sadly. But **David Sutcliffe** offered up the following sonic pies:

Sensible Soccer *Give em a Ball and a Yard of Grass* – Sultans of Ping FC
Castlevania IV *Release the Bats* – Birthday Party
Mortal Kombat *Feast on Dismembered Carnage* – Carcass
SFII *Broken Face* – Pixies
Pit Fighter *No Fun* – The Stooges
Rise of the Robots *Don't believe the Hype* – Public Enemy

Derby man **Alan Richmond** unwittingly revealed his enormous collection of tight-trousered big-haired 'rawk' music, including the following iced gems. Tellingly, Alan comes from Castle Donington. Or maybe he went there once and never got around to leaving.

Super Punch Out *On the Ropes* – Wonderstuff
Mickey's Magic Quest *It's So Easy* – Guns + Roses

Rather more catholic tastes were demonstrated by Matthew Curry of Warminster, Wiltshire, with the following possible music/video-game tie-ins...

Super Metroid *Give Her a Gun* – Echobelly
Time Slip *Vaseline* – Elastica
(*??* – Ed)
Gods Live Forever – Oasis
Super Conflict *No need to argue* – The Cranberries
Plok *Thank you for the music* – Abba
Pilot Wings *Up in the sky* – Oasis / *High Hopes* – Pink Floyd
Lemmings *Goodbye Cruel World* – Shakespeare's Sister

And you know you've hit rock bottom when you get a hardware gag thrown in there...

Playstation, Ridge Racer *Spin the black circle* – Pearl Jam

Tim Frost is a bit of a Prodigy head, but he mellowed out for a second with...

International Superstar Soccer *Can I Kick It?* – A Tribe Called Quest

And just to prove to you all that we really couldn't do any better, Zy came up with...

Syndicate *Happiness is a Warm Gun* – The Beatles
Wolverine Anything by Lee 'Scratch' Perry. Or Nine Inch Nails, come to that.

'DISPLAY TO EVERYONE ELSE'

One of the reasons I bought an NTSC SNES was not because of import games, but to get a full screen picture (not an unreasonable demand). Now, will Nintendo continue their smallmindedness with the Ultra 64, or, will they make provisions for those with modern televisions? Since Nintendo have recently relied on British software houses for their showcase titles (*Starfox*, *Stunt Race FX*, *Donkey Kong Country* and *Killer Instinct*), I think it is about time they treated British buyers with a little more respect and attempted to have worldwide simultaneous releases and a similar screen display to everyone else. If Atari can manage this then Nintendo have no excuse.

Steve Hargreaves
Fallowfield, Manchester

You're not alone in your views, as we've had several other letters expressing the same worries. A British SNES is indisputably inferior to its American and Japanese counterparts in this respect, and, when you've played on an NTSC machine for any length of time, it's hard to return to those ugly dark borders. We can't believe Nintendo UK would make the same mistake twice: in any case, with so few details of the Ultra 64 available, speculation at this stage is purely academic. But how many UK SNES owners out there are aware of their machine's technical shortcomings?

'FIGHT TO SEE WHO GIVES'

I know it's a bit below the belt but I've seen plenty of adverts for games which plug the magazines that have rated their game 90% or more. The *Donkey Kong Country* adverts in the shops were a classic and made me sick. NMS gave it 97%. I know that, and I don't even read NMS. I don't know much about advertising but I do know it isn't exactly cheap. So all a magazine has to do is give a game a high rating and, before they know it, the magazine is being advertised with the game. If this gets out of hand, soon there will be no point in buying the magazines. I thought the whole idea of a console magazine was to advise, not to fight to see who gives a well-hyped game the highest

HIGHLIGHTS

Isn't it time that someone won a T-shirt from "Kindly leave the stage"? Does that qualify as a joke?

Chris Chow

Clearly not on both counts, which is why you're here and not in KLTS.

Feel free to edit this letter as necessary.

Steve Hargreaves

Thanks – Ed.

I can't think of anything to say this month!

Jim Lightfoot

Alas, Jim then changed his mind and sent us another letter anyway.

rating. I'm not having a go at your magazine as you say what you think of the game, and don't give a *@! what anyone else says: that's one of the reasons I buy your magazine and over the last two years your magazine has helped me to build up a healthy collection of SNES carts. I think some of these magazines already have their minds made up about some games before they have even played them. This has got to stop now!

Jim Lightfoot
Edgbaston, Birmingham

The practice of quoting a good review to endorse your product is not unique to the videogame market, and its value in promoting the source of the quote is debatable.

One day I half-expect to write the verdict "this incredible excuse for a game is not worthy of your attention, so don't buy it" and to see it paraphrased and quoted back at me in an advert as "Incredible... worthy of your attention... buy it – *Super Play*".

From a publisher's point of view, the whole idea of a console magazine is indeed to make money. *Super Play* is no exception: we can't survive without your cash. But we believe that the best way to earn your £2.50 is to build up a loyal readership in the long term with authoritative, amusing info and trustworthy opinions.

'TWO GOES LATER, BANG!'

The last game to make me go WOW! was *DKC*. Amazing 32 bit graphics, dreamy sound, a strange addictiveness all made me go WOW! amongst other things. BUT, difficulty, lastability... is five days solid playing worth £49.99? Of course not. I would have given *DKC* a lastability rating of 64% not 90%. It lasts 111 levels. Is this true? Surely not. Excellent game, shame about the 'easy' parts (whole game). Of course some parts just wouldn't let me past, but one or two goes later... BANG! Done it. When I faced the last boss I thought, 'When I beat him, the boat will sail to a new island'. Alas, no. End of game. Great end sequence though. Thanks, I needed to get that off my chest.

Daniel Shewan
Lincolnshire

Your view of *DKC* isn't unique, and even here the lastability rating was fairly contentious. But it's worth noting that our gamelife scores attempt to encompass not just the number of levels or the playing time but also that elusive 'coming back for more' factor. *DKC* isn't enormous, but it stands up to more than a few plays and will get regularly dragged out of its box when you want to show off. Whereas (say) *Lemmings*, once you've solved all the puzzles, holds no further attraction.

'KENNETH'

Does Kenneth Clarke's tax on arcade games mean the price on video games (namely SNES games) will go up? If so, would this affect import games? Would the price of these go up? Thank you.
Yours pickled in tea,

Adrian Whiteley,
Wakefield, West Yorkshire

At last, I've found it! A real debating point! But there's not enough space to...

WRITE NOW!

Send your letters to us. We read them all and, unless you're talking utter crap, we'll probably print them.

PLAYBACK,
SUPER PLAY,
30 MONMOUTH STREET,
BATH BA1 2BW.

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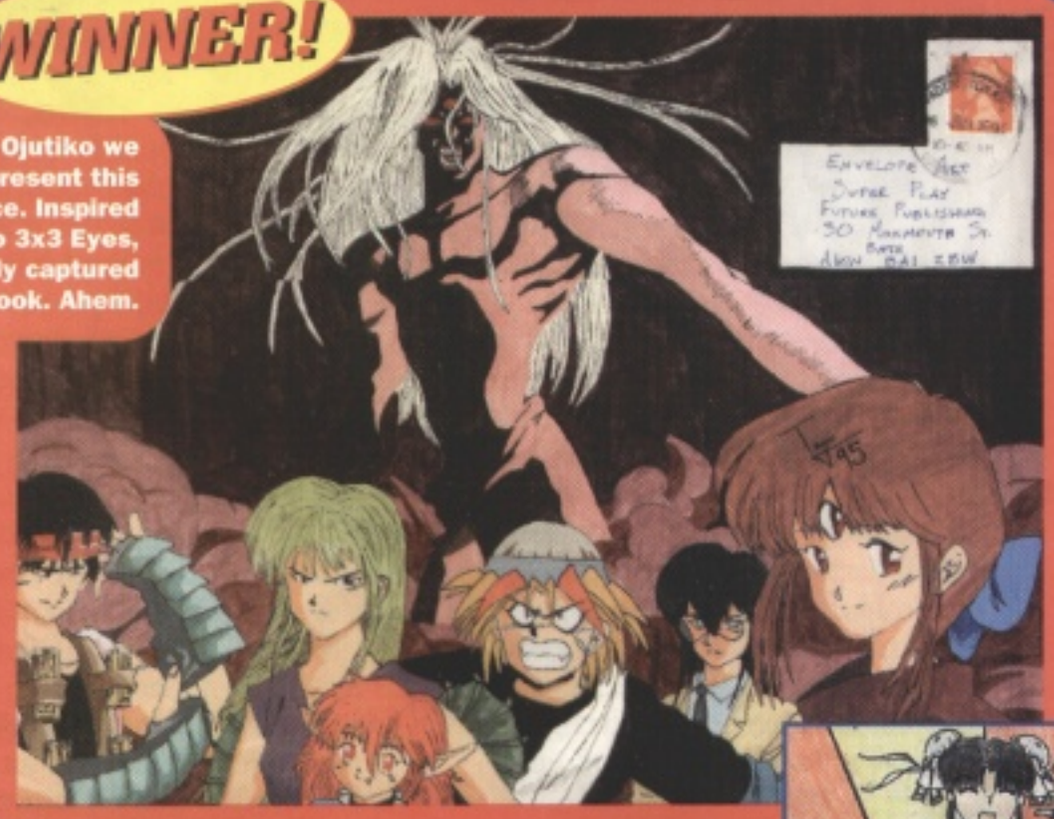
Keep that creativity flowing. You never know, you may win one of *Super Play*'s valuable prizes.

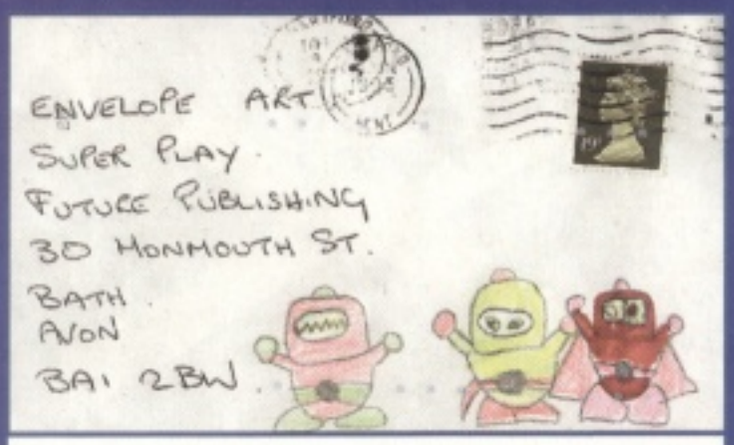
WINNER!



From Tayo Ojutiko we present this masterpiece. Inspired by the video 3x3 Eyes, he's certainly captured her look. Ahem.

Yuri from *Dirty Pair*, as painted by the talented Tien Long from Birmingham.

A fantasy diver from the depths of Hepworth by a certain H. Lucas.



Oh look, we just had to print this one. Definitely the most endearing picture we've seen in ages. Darrel Smith of Dartford, you're only seven, but we can tell you're a genius in the making.

A chuckling Chun Li brightened up our postie's day when she arrived. Lucy Preece from Abercan in Gwent is responsible for that!

Mark Hiakadu from Maidenhead reveals one of the new characters from *Dragonball Z*.

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THE SUPER PLAY GAME LIBRARY

WHAT CART?

So you couldn't keep away, eh? Back once more to the pages crammed with every SNES game we can think of. Well, this time you won't get away so easily. As you peruse these pages, a spring-loaded trap will snap out and snare you in its steel wires. If it doesn't, it's because we forgot to set it as the magazine was being printed...

PART FOUR • S – S

SUNSET RIDERS

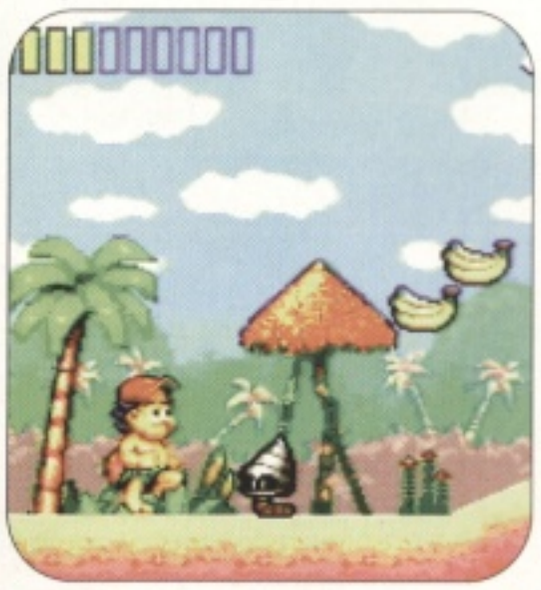
S | UK/Konami/8Mbit | SP12 87%

Clean up the Wild West in fine fashion by blasting loads of well-drawn baddies. It's simple fun and once you start playing you'll keep at it until your eyes glaze over several hours later. Which is a good thing.

SUPER ADVENTURE ISLAND

P | UK/US/Jap/Hudson Soft /8Mbit | SP2 75%

Sounds like it could be a classic adventure game, but instead turns out to be a standard platformer of the, er, standard sort. Nice graphics and cute backgrounds don't really help it to become a game SNES owners covet in their millions.



SUPER AIR DIVER

S | UK/Sunsoft/8Mbit | SP12 51%

A 'flight sim' which relies on the Mode 7 technique to be fairly fast and of limited enjoyment. And note that the initials are SAD. Which is something of an indication of the sort of people who bought it. Because it's not very good, really.

SUPER ALESTE

S | Jap/Toei/8Mbit | SP 54%

A great shoot-'em-up in its time, this has actually aged well. It's action-packed and there are some graphics that still impress to this very day. It's also known as *Space Megaforce*, presumably because no-one knows what an Aleste actually is.

SUPER BACK TO THE FUTURE 2

P | Jap/Toho/8Mbit | SP12 61%

The graphics are fine in this game, as is the sound. Sounds good so far, but the playing controls are absolutely dire. Honestly, you wouldn't wish them on your nasty aunt – the one that makes every Christmas intolerable.

SUPER BASEBALL SIM 1000

SP | US/Jap/Culture Brain/8Mbit | SP 49%

Not a bad representation of baseball, this. But the game is immensely rare and the graphics might put you off. How interesting can baseball look on a SNES, though? So, you see their problem.

SUPER BASES LOADED

SP | US/Jap/Jaleco/8Mbit | SP 55%

We originally said 'jerky graphics and limited gameplay'. Of course, we were spot on with that. In fact, the passage of time has convinced us that the graphics and gameplay are more jerky than ever. Avoid like a fairly contagious ailment.

SUPER BASES LOADED II

SP | US/Jap/Jaleco/8Mbit | SP 63%

Better than the original, but by only 8%. This suffers from almost exactly the same faults, in fact. You'd think Jaleco would have thought of loads of improvements, wouldn't you? Well if they did, they certainly didn't implement them. More's the pity.

SUPER BASKETBALL

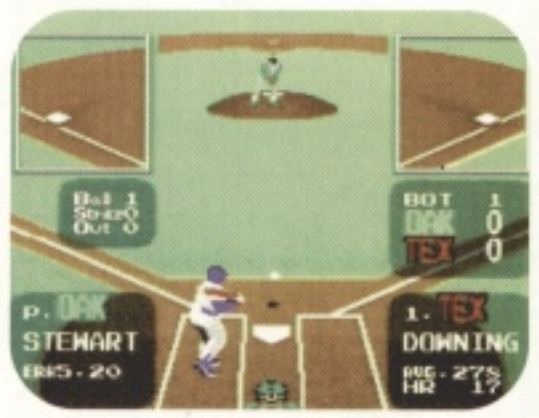
SP | UK/US/Nintendo/HAL/8Mbit | SP4 84%

Long before *NBA Jam* was ever thought of, this was *the* basketball game, and Nintendo knew it. Because they programmed it. Chiefly. It's still worth a go today, but *NBA Jam* does, er, dunk it into a cocked hat, if you'll permit the phrase.

SUPER BATTER UP

SP | US/Namco/8Mbit | SP6 53%

Sounds like it should be a chip-shop simulator. In fact, that'd make quite a good game. Anyway, this is another baseball game. Those Americans do love them so. We, on the other hand, see them for what they are. Not very special. Like this one, actually.



SUPER BATLLETANK

S | UK/US/Jap/Absolute/8Mbit | SP 50%

Drive a tank around in an unrealistic terrain and fire unconvincingly at things. Hardly the best combat game ever. Sadly, though, it sold quite well because it's one of the only combat simulators around. There isn't a particularly good game here.

SUPER BATLLETANK 2

A | UK/US/Jap/Absolute/8Mbit | SP19 43%

The sort of sequel which people used to use before Catsan was invented. And even then, desperate moggies would rather go behind the sofa than get their nether regions near this one. Sorry if this description is distasteful, but the game deserves it.

SUPER BIKURI MAN

SB | Jap/Interbec/8Mbit | SP7 18%

Not so much a game cartridge, more of a target for air-gun practice. This beat-'em-up is so bad, your SNES will probably spit it out if you're ever silly enough to try and plug it in. Boo, hiss, shame, etc.

KEY

PZ	Puzzle
BD	Board
S	Shooter
P	Platform
ST	Strategy
SP	Sport
SB	Scrolling Beat-'Em-Up
A	Action
R	RPG
AR	Action RPG
SS	Super Scope
D	Driving

SUPER BIRDIE RUSH

SP

Jap/Data East/8Mbit — SP 76%

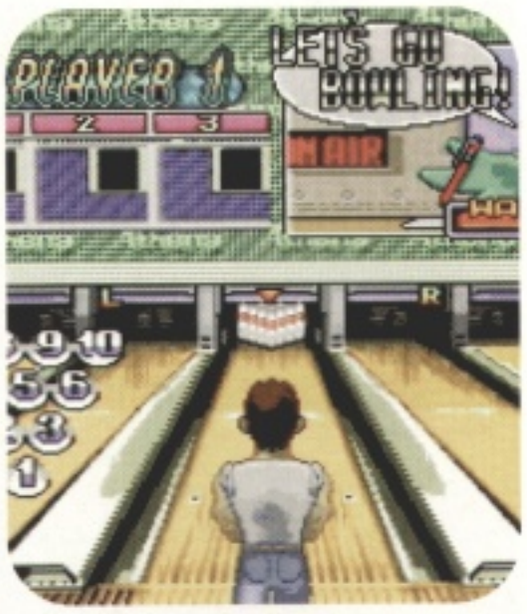
Great name. quite good game. It's golf, not anything to do with birds. Or rushes for that matter. The cartoon graphics are neat, and the game only needs a bit more playability to make it jolly worthwhile.

SUPER BOWLING

SP

Jap/Athena/8Mbit — SP1 48%

Bowling is only fun when you go to one of those American-style bowling alley places. You can usually get a burger and coke there as well. And some of them have Lasertag games too. So spend your hard-earned on doing that instead.



SUPER CHINESE WORLD

RPG

Jap/Culture Brain/8Mbit — SP ??%

As you might easily imagine, a Japanese game about China, with loads of text in it is not the easiest thing to judge. So the best thing to do is leave it there, and move swiftly onto the next game. Phew.

SUPER BLACK BASS

SP

Jap/Hot B/8Mbit — SP10 42%

Fishing on your SNES! A perfect idea from those zany Japanese. All they need now is a 'lying to your friends about what you've been doing' sim. There's a fine line between fishing and standing on a river-bank looking like a prat. The game isn't much cop, by the way.

SUPER CONFLICT

ST

US/Vic Tokai/8Mbit — SP9 49%

The idea of having a wargame on your SNES is that you don't need to bother about hexes and all that nonsense. But sadly Vic Tokai have seen fit to include them in this rather dull combat-related affair.

SUPER CUP SOCCER

SP

Jap/Jaleco/8Mbit — SP 69%

For an old soccer game, this doesn't fare too badly. But it's not half as good as the stuff that's around today, though. It's also known as *Goal!*, by the way.

SUPER CASTLEVANIA IV

P

UK/US/Jap/Konami/8Mbit — SP1 91%

At the time, this platform knocked the socks off people. But today, you'd have to be wearing an extremely loose pair of socks for that to happen. It's still nice and boasts marvellous sound, though.

SUPER BOMBERMAN

A

UK/US/Jap/Hudson Soft/ 8Mbit — SP9 92%

A marvellous game, especially when you've got a Multitap and three friends. It's fast, frantic and eminently playable. Hours of fun to be had here, and we still play it a lot in the *Super Play* office (although we should actually be working).

SUPER CHASE HQ

D

Jap/Taito/8Mbit — SP19 55%

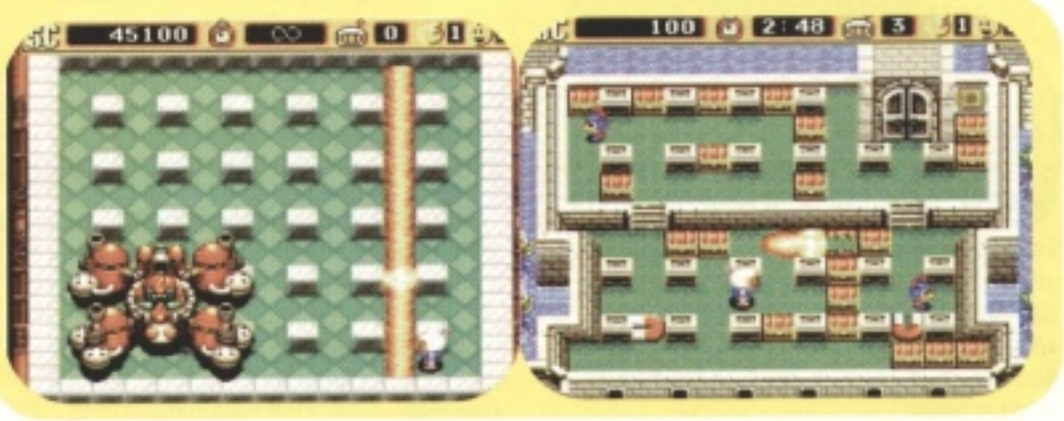
There are numerous driving games around which make this one look like the fairly shabby effort that it is. So there is some justice in the game world. It was quite good on various computers, but didn't port across to the SNES at all well.

SUPER BOMBERMAN 2

A

UK/US/Jap/Hudson Soft/8Mbit — SP21 91%

A tweaked version of above, but sadly the improvements haven't made the game a great deal better. The single-player mode features the greatest enhancement, and if you haven't got either, this is possibly the one to go for. Could have been better.



INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

TOP 5 FILM LICENCES

Everyone loves the movies. Popcorn, Minstrels, Baskin and Robbins ice-cream (if you go to the one in High Wycombe)...

1 JURASSIC PARK
Ocean
Dinosaurs, Laura Dern, guns and Richard Attenborough in a hat. Marvellous.

2 SUPER STAR WARS JVC
A '70s film, but without '70s haircuts or collars (apart from Harrison Ford, of course).

3 DRAGON
Virgin
The Bruce Lee story, with every punch and kick magnified and glorified.

4 THE LION KING
Virgin
A lion grows up and becomes like his dad. What a plot.

5 STREET FIGHTER
Virgin
Some people fight around the world. The movie should be another corker.

SUPER CUP SOCCER 2

SP | Jap/Jaleco/8Mbit | SP19 60%

Nothing new here. The improvements are nugatory (look it up). Stick to the new batch of highly playable soccer games. And don't try and say this one's title too quickly or you might just get a spanking.

SUPER EDF

S | US/Jap/Jaleco/8Mbit | SP 68%

A boring shoot-'em-up which appears only to have sold one copy ever (outside of Japan, where millions might have bought it). You're unlikely to see this game ever, and if you do it'll be too soon.

SUPER F1 CIRCUS

D | Jap/Nichibutsu/8Mbit | SP1 74%

Pretty fast and the cars handle nicely, but once more, times they have a-changed and racing games have got a great deal better. Still, if it's cheap, you could do worse to snap this one up. In years to come it might be a collector's item.

SUPER F1 CIRCUS 2

D | Jap/Nichibutsu/8Mbit | SP13 34%

There aren't enough cars around on the circuit to give this any interest. Unlike real life, where I think we'd all agree that there are too many cars on the road! Why don't people buy motorcycles instead? They're more efficient and more fun. And cheaper.

SUPER DOUBLE DRAGON

SB | US/Jap/Technos/8Mbit | SP3 68%

Plenty of moves, which is promising, but sadly, there's rather crap gameplay underneath it. Which isn't. If it came up against most fighting games now, it'd be thrown against a wall and might have to go home with a torn shirt and quite possibly a nosebleed.

SUPER GRAND PRIX

D | Jap/Video System/8Mbit | SP 44%

What this game needs is a two-player mode. If it had one, there might be a modicum of excitement to be had. But as it stands, there isn't. There are probably millions of tiny Japanese software companies churning out poor games like this right now. Makes you feel quite miserable, doesn't it?

SUPER DUNKSHOT

SP | US/Jap/Hal8Mbit | SP 84%

Got all those percentage points for having snazzy 3D graphics. But sadly the gameplay has been shown up in recent months to be a sad, shambling wreck which isn't fit to kiss the hi-tops of games like *NBA Jam*.

SUPER F1 HERO

D | Jap/Varie/8Mbit | SP8 49%

There you are! What was I saying? A misery-inducing foray into one man's rather crap quest to become a good driver. He'd do well to avoid being in this game, then. Because it is brain-numbingly poor and a second spent playing it is a second lost forever.

SUPER DUNKSTAR

SP | Jap/Sammy/8Mbit | SP9 55%

Unlike *Dunkshot*, this one actually plays quite nicely. But also unlike *Dunkshot*, it's got rubbish graphics that could have been done by four-year-old twins recovering from flu and fighting over whose go it is to do the next bit of colouring in.

SUPER EMPIRE STRIKES BACK

P | UK/Jap/LucasArts/8Mbit | SP15 71%

Playable sequel, but suffers from slowdown, and repeats the original's formula too closely. Still, it sold in great quantities, so lots of people must like it. In fact it's quite a big game, so that might be the answer.

SUPER FIRE PRO WRESTLING

SP | Jap/Human/8Mbit | SP 56%

A dull game which captures the essence of wrestling about as well as lying in the bath captures the essence of scuba-diving on the Great Barrier Reef surrounded by the finest coral the world has to offer. So don't give it a try. Stay indoors and have a bath instead.

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

TOP 5 PRODUCT PLACEMENTS IN FAIRLY DUFF GAMES

Okay, so it's advertising, but if the game is good, surely it doesn't matter? Aha. The crucial phrase there is 'if the game is good'...

1 COOL SPOT
Virgin
7-Up doesn't refer to the number of lives you get in this game.

2 CHESTER CHEETAH
Kaneko
Hello! What's this? It's a Cheeso, isn't it! Mmm. Two packets for me, please...

3 ZOOL
Gremlin
Chupa Chups, eh? If we reviewed sweets, we'd give them 65% as well.

4 SUPER JAMES BOND
Ocean
P-p-p-pick up a chocolate bar with no antarctic flightless birds used during its

5 PUSHOVER
Ocean
Colin Curly has a lot to answer for. But he's a dog and he's just selling Quavers, so leave him alone.

SUPER FIRE PRO WRESTLING 2

SP | Jap/Human/8Mbit | SP72 56%

Indeed an altogether better program. This one is still a bit pump in one-player mode, but as soon as you get a Multitap plugged in (and some mates around) it comes alive and starts to dance around your living room.

SUPER FORMATION SOCCER

SP | Jap/Human/8Mbit | SP11 56%

Four-player *Super Soccer!* It's not as good as you'd think, though. The four-player bit is all right, but the rest of the game suffers from what's technically known as 'not being very good'. A bit of a shame, because it did have some promise.

SUPER FAMILY TENNIS

SP | Jap/Namcot/8Mbit | SP11 83%

With a Multitap this game really comes alive. It's easy to pick up but difficult to beat, and it's got a smooth, easy precision which makes it jolly, jolly good indeed. It's also stood the test of time, which it thoroughly deserves to do.

SUPER GHOULS 'N' GHOSTS

P | UK/US/Jap/Capcom/8Mbit | SP2 86%

Great graphics and slick Capcom gameplay, but it's certainly one of the toughest games we've played. And that's a fact. As you near completion, you're sent right back through the entire game again! Not the neatest trick we've ever seen.

SUPER HIGH IMPACT

SP | US/Jap/Acclaim/8Mbit | SP11 74%

An enjoyable foray into the nether-universe of American football. It's quick, fairly easy to get your head round, and it plays well too. But bear in mind that it is gridiron, and you need to watch that telly show about it to understand what the flip's going on.

SUPER JAMES POND

P | US/Ocean/8Mbit | SP8 79%

Loads of huge levels, which should light up the eyes of anyone with slightly light eyes anyway, but the whole game is a little too juddery. If you rapidly blink as you play it, it doesn't get any better either.

SUPER MARIO ALL STARS

P | UK/US/Jap/Nintendo/8Mbit | SP11 96%

Four excellent *Mario* games on one cart. You can't go wrong. Each game is superb, and the whole thing represents enormous value-for-money. Nintendo did exactly the right thing releasing this; it's completely marvellous in every respect. As long as you like the *Mario* games.

SUPER MARIO KART

P | UK/US/Jap/Nintendo/8Mbit | SP1 93%

This one set the standard by which all other Mode 7 racing games are judged. Excellent dual-player mode, and loads to see and do – it's fun all the way. Mario's gang are all here, and the game is rightfully seen as something of a classic to this day.

SUPER MARIO WORLD

P | US/UK/Jap/Capcom/8Mbit | SP24 80%

A lot of fuss for a superlative platform game. *Mario World* probably did more for SNES sales than anything this side of the *Street Fighter II* games. It's a platformer with, you could argue, slightly dull backgrounds. But it plays so well that you can forgive it this tiny indiscretion.

SUPER METROID

P | UK/US/Jap/Nintendo/8Mbit | SP2 94%

Sci-fi platform games must line up before this and doff their sweaty metallic headgear because *Metroid* is everything a big, engrossing platformer should be. Namely, big and engrossing. It boasts loads of weaponry and enough action to keep the SAS glued to the screen, even when there's a war on.

SUPER NBA BASKETBALL

SP | UK/US/Jap/Tecmo/16Mbit | SP4 86%

Quick, packed with features and options and generally highly playable, this is a game that stares *NBA Jam* in the eye, accepting that it's only slightly inferior. Still, worth a look if you get the chance.

SUPER NINJA

RPG | Jap/Koei/8Mbit | SP ??%

A bizarre game which is impossible to judge because if you don't speak (or read) Japanese, you'll have absolutely no idea of what's going on. It's a great shame, but there you go. If games like this were translated, they could be completely superb.

SUPER OFF ROAD

D | UK/US/Jap/Trade West/8Mbit | SP4 63%

A limited overhead-view racer which only offers the player the amount of fun that could comfortably be concealed within a matchbox. And not one of those cook's kitchen matchboxes which hold about three million matches, either.

SUPER PROBOTECTOR

P | US/Konami/16Mbit | SP20 90%

Also known as *Contra 3*, this is a marvellous platform blaster from Konami. In fact, it helped establish them amongst UK SNES-owners as a major Japanese programming force. Rightfully so, because the game really does show off the capabilities of the machine.

SUPER OFF ROAD BAJA

d | US/Jap/Trade West/8Mbit | SP14 69%

Again, this is fun, but only for a very short while. The lack of variety is the main problem here. It's a samey game and once you've seen ten minute's worth, you've seen everything. A pity, but there's nothing we can do about it now. The game's been written and that's all there is to it.

SUPER PANG

A | US/Jap/Capcom/8Mbit | SP1 72%

Fun, but only for one. A two-player mode would make this bubble-bursting game rather more enjoyable, and would have secured it a higher mark – perhaps well into the high 80s. And the tragedy is that it could easily have been included.

SUPER PARODIUS

S | UK/Jap/Konami/16Mbit | SP5 86%

Excellent graphics with real style and panache make this a great game to watch. But it's a bit too easy for most joypadsters. Still, this isn't a huge criticism; some games should be easier. And the humour of the visuals make up for it.

SUPER PINBALL: BEHIND THE MASK

SP | Jap/Meldac/8Mbit | SP19 73%

A lot of thought's gone into the graphics, but not quite the same amount has gone into the gameplay. Pinball is tricky to do well on the Super NES, and these folk have made a good effort, but were let down by the action of the balls and flippers.

SUPER PLAY ACTION FOOTBALL

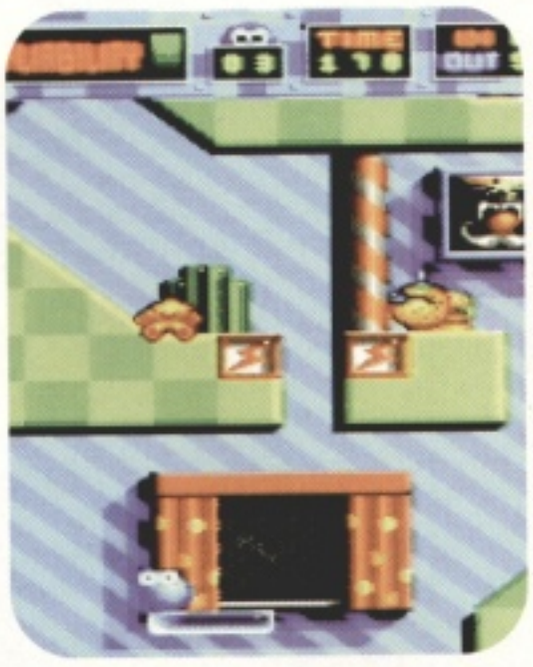
SP | UK/Nintendo/8Mbit | SP2 71%

A complex and accurate gridiron sim which will appeal to people who know what's going on and love the detail that goes into American football. For the casual player, it's too dry and there isn't enough excitement there.

SUPER PUTTY

P | UK/System 3/8Mbit | SP13 84%

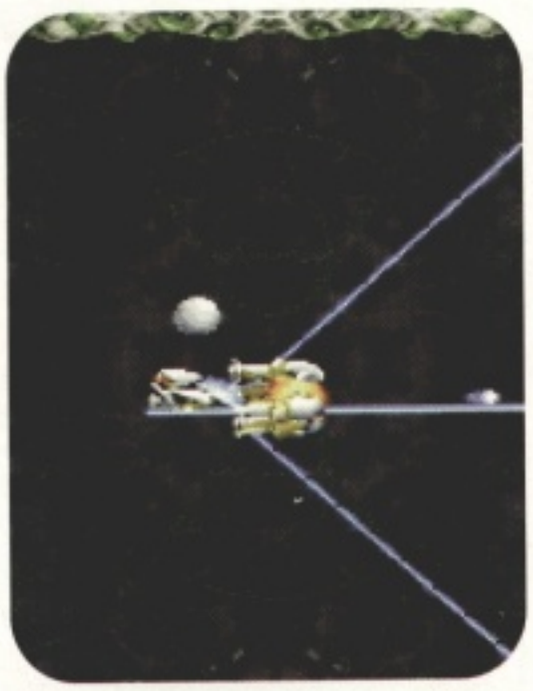
A neat twist on the platform genre, this is a fine game which involves a bit of grey-cell usage. A steady hand and a set of well-co-ordinated eyes are also useful, because it's not an easy game to get to grips with.



SUPER PUYO PUYO

P | Jap/Banpresto/8Mbit | SP18 91%

Vaguely like *Tetris*, this job is completely marvellous and highly addictive. The CPU plays a mean game, but the best of all is two-player mode. It's another game that gets a lot of use in the *Super Play* office. And we love it.



SUPER R-TYPE

S | UK/US/Jap/Irem/8Mbit | SP1 72%

Suffers from slow-down, but this was a great space-blaster in its day. Has dated a bit, but it's still got many fans, and possibly deserved a few more percent than it got at the time. But that's easy enough to say now, isn't it?

SUPER SLAP SHOT

SP | US/Virgin/8Mbit | SP13 65%

Awkward to play, and containing some not-particularly-impressive graphics, this is an ice-hockey game which you might want to skate around. Especially if it's lying around on an ice rink or frozen pond somewhere.

NEXT MONTH

Super Smash TV **to... well, who knows? You'll just have to make sure you read it to find out.**

BACK ISSUES

ISSUE 1 – 3 *SOLD OUT*

ISSUE 4
Human Grand Prix reviewed; and a player's guide to *Another World*.

ISSUE 5
Game Genie vs Action Replay; *Assault Suits Valken* and *Kikikaikai* reviewed.

ISSUE 6
Starfox previewed; *Super SWIV* reviewed; *SFII* guide.

ISSUE 7
Starfox reviewed; fantasy game special; and lots more!

ISSUE 8
Pop'n Twinbee and *James Pond* reviewed; a player's guide to *Starfox*.

ISSUE 9
Loads on *SFII Turbo*; *Super Bomberman* challenge; an *Addams Family* guide.

ISSUE 10
Fixing your SNES; *Final Fight* and *Striker* reviewed; a report from the CES; and a *Mystical Ninja* guide.

ISSUE 11
Super Mario Collection, *SFII Turbo* and *Mortal Kombat* reviewed; a *Final Fight 2* guide; and much more!

ISSUE 12
A fantasy game special; an interview with Nintendo Hotline; and much more!

ISSUE 13
A football special, *Jurassic Park*, and *Top Gear* reviewed.

ISSUE 14
NIntendo's pricing policies; the horror of anime; *Sky Blazer*, *Clay Fighter* and *Plok!* reviewed; and more!

ISSUE 15
What's in store for 1994?; *Aladdin* reviewed; and a *Jurassic Park* Super Player's Guide. Hurrah!

ISSUE 16
R-Type III and *NBA Showdown* reviewed; those Rik Mayall ads; and more SNES troubleshooting.

ISSUE 17
Mega Man X and *NBA Jam* reviewed; Nintendo rap; *Solstice II: Equinox* and *Shadowrun* guides. Cor!

ISSUE 18
CES news; *Lufia*, *Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles* player's guide.

ISSUE 19
Fatal Fury 2 reviewed; a *Mystical Ninja 2* guide; we visit Nintendo of Japan; plus a free manga book.

ISSUE 20
Super Metroid reviewed; a football special; a *Mega Man X* guide; and how to get hold of cheap carts.

ISSUE 21
Vortex previewed; *Super Bomberman 2* and *Dragon* reviewed; and a *Clay Fighter* guide.

ISSUE 22
Wild Trax reviewed; How to draw anime; exclusive *Syndicate* feature; *NBA Jam* guide and more!

ISSUE 23
Super Street Fighter II reviewed; exclusive Squaresoft interview; *Super Metroid* player's guide.

ISSUE 24
Mortal Kombat reviewed; *Breath Of Fire* reviewed; *Super Street Fighter II* player's guide.

ISSUE 25
Sparkster and *Secret Of Mana* reviewed; *Mortal Kombat II* player's guide; plus loads more.

ISSUE 26
Final Fantasy III, *Illusion Of Gaia* and *Syndicate* reviewed; *MKII* player's guide; and much more!

ISSUE 27
Ultimate Parodius, *Donkey Kong Country* and *Demon's Blazon* reviewed; *Rock 'n' Roll Racing* player's guide.

ISSUE 28
Samurai Spirits, *Cannon Fodder* and *Clayfighter 2* reviewed; *Donkey Kong Country* player's guide.

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ISSUE 29
7-page *X-Men* Special; *Pinball Fantasies* and *Ardy Lightfoot* reviewed; and the final part of our *Donkey Kong Country* guide.

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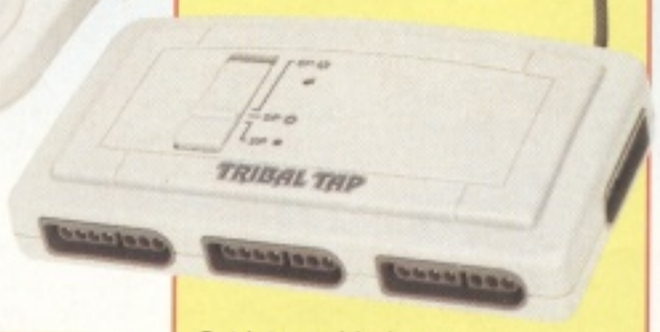

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GREEN LEGEND RAN VOL 1

Pioneer LDCE

45 minutes (dubbed)

RRP: £12.99

15

Uh oh, this isn't promising. The words 'green' and 'eco' don't usually add up to the usual UK anime diet of oversexed monsters, action and girls with impossibly small waists and unfeasibly large guns. But, we do like the lighter side of anime too, and, one of the greatest films of all – *Nausicaä* (aka – *Warriors Of The Wind*) was nothing if not an ecological tale.

What do we have here? Six huge aliens, looking like giant one-eyed tooth picks descending to Earth to suck up all the water, that's what. Not a good thing. Now the only source of any water is provided by the aliens and controlled by an elite force of purple-lipped soldiers called Rodoists. Fighting for man's cause are the 'Hazzard' who are trying to reach the only place where things still grow – the 'holy green'.

Enter our hero, Ran, who having seen his mother gunned down years before by a mysterious man with a chest scar, longs to join the Hazzard and fight the Rodoists. He gets his wish. After rescuing two Hazzard soldiers he arrives at the resistance camp, where he meets Aria, a blue-haired girl who, as is usual in these things, has a connection with the alien entities known only as 'Mother'.

Although not an original start to the story, it does have some nice twists and doesn't let its eco message bog down the pace. Director Saga Satoshi has boasted that the scenes are all painted in a '3D perspective' to create 'an explosive energy', but frankly that's a load of rubbish. The animation and direction, although competent, is no better than something like *Moldiver*. A few profanities in the dubbing helped give Ran a hike up to a '15' but there's nothing here to really offend.

Another quality release from the Pioneer stable, and at only three volumes, a collectable set. Maybe not the classic it claims to be, but recommended.

● **Wil Overton**

3 out of 5

LEGEND OF THE FOUR KINGS

Manga Video

94 minutes

RRP: £13.99

15

Deep in a leafy suburb of modern Tokyo, four brothers are enjoying an unremarkable upbringing. This, in itself, is unusual for a Manga film, but true to form, there's one day in which everything in these lads' lives is turned upside down.

Yes, on one fateful night, the blokes get a call. It informs them that they indeed are the four legendary kings. And that rather than go to a palace to be invested or anything, they'll have to fight like demons to regain their rightful inheritance.

From here on, the film follows the standard Manga-style direction – people are out to kill the boys, who must use a collection of latent powers to deal with these nastier elements in their world.

The modern (as opposed to futuristic or post-modern) setting means that there are plenty of cultural references that kids will recognise, especially if they're living in Japan. For example, one of the lads manages to roller-skate at approximately 120 miles an hour to keep up with some baddies in a car.

If stuff like that appeals to you, then you'll have a great time sitting in front of *Legend Of The Four Kings*. Generally, though, it's a fairly unoriginal and tedious tale in which the focus is shared between minor powers and the physical tests which the boys have to face, and the anguish with which they come to terms with the new and rather monarchical world where they now live.

Realism and emotion never come across well in anime (at least, to our Western eyes) and this is the problem here. Seeing the soul-searching that goes on is simply boring. Where films like this should score is in the impossibility of what can be displayed. We want to be amazed, and *Legend Of The Four Kings*, well-made though it is, doesn't really do that.

● **James Leach**

2 out of 5

URUSEI YATSURA VOL 3

Anime Projects

104 minutes

RRP: £12.99

15

Whenever Lum is around, you expect mayhem and slightly naughty humour. But when she's not in the neighbourhood, you don't generally expect other aliens to come to Earth and try to muscle in on the action. Well, this is what happens in *Urusei 3*.

Lum is somewhere off in her ship, and another craft appears. An alluring (but fast asleep) Princess is ensconced within, and her entourage bid Lum's earthly love on board. Of course, he trots in, like the innocent fool that he is. A kiss is enough to wake the beauty, and as she stirs, the rest of the crew tell the lad that he's now got to start pro-creating with her (as is traditional when you awake a sleeping alien Princess).

Lum, by this stage, is missing her loved one, and decides to go looking for him. He's not that difficult to find, seeing as there's a giant spaceship sitting close to where she last left him. She storms on board, grabs him and, in doing so, creates an interstellar diplomatic incident which takes the next 80 minutes to sort out.

Urusei Yatsura 3 is as good as the first two. Meaning that if you like the smutty in-jokes and the theme of innocence versus raunch, and you get many of the jokes which the Japanese roar at and everybody else puzzles over, you're looking at a winner.

The cheerful way in which Urusei is drawn contributes to the childish feel of it. The characters rush through every emotion is a matter of few seconds, complete with exaggerated expressions and ridiculous verbalisations. Luckily the distributors have seen fit not to tamper with the soundtrack, and have added subtitles; this is the only way of dealing with the series – a dubbed *Urusei Yatsura* would be embarrassing.

So it's more of the same. A decent episode which continues the same jokes with the same crazy antics. If you're a Lum fan, that'll be exactly what you want.

● **James Leach**

3 out of 5

BLE
es

Read on to discover what's going to be gluing us to the box this month...

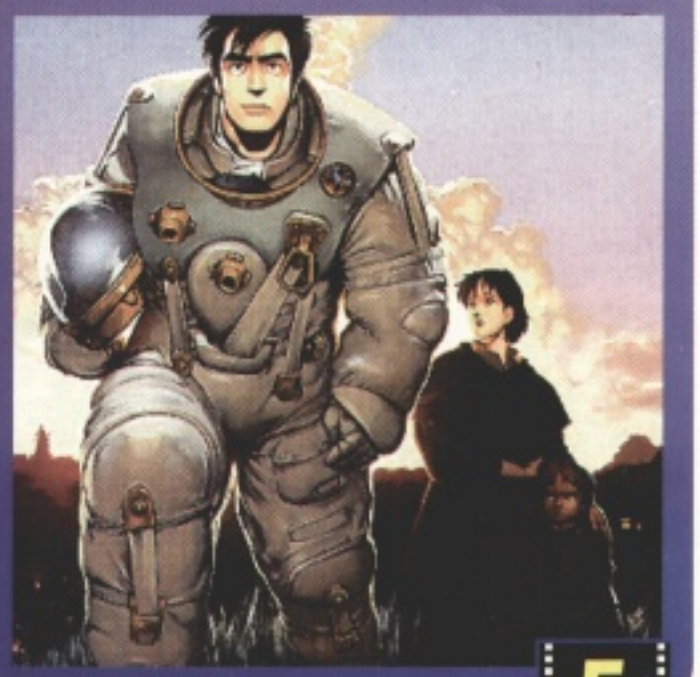
WINGS OF HONNEAMISE
Manga Video
120 minutes
RRP: £12.99
15

When we mentioned a short cinema release for *Honneamise* a few issues back we compared it to *Akira* in terms of animation. Now Manga Video have released this epic anime version of *The Right Stuff* to buy on video. The animation may not have the flash and visual pyrotechnics of *Akira* but the level of detail and imagination lavished on it by anime studio Gainax (see this month's Anime World) more than make up for the lack of mutating monsters and 300mph motorbike chases.

Set on an 'alternative' Earth, the kingdom of Honneamano's Royal Space Force has a problem – they haven't actually put anything into space and so are seen by the rest of the country's military as something of a joke. Pressure from the government finally forces one last plan to put a man into orbit. Much to the surprise of himself and his comrades, Shiro Lhadatt finds himself the only one to volunteer for the 'suicide' mission. The story follows Shiro's training to become Honneamano's first astronaut and his growing realisation that perhaps the government doesn't really have the best interests of the space programme at heart after all.

Before I lavish some praise upon *Honneamise*, I have to say that it's not going to be everyone's cup of anime tea. The pace, for the most part, is slow, and I can imagine more than a few *Guyver* fans yawning at the scenes with Shiro's 'girlfriend' Riquinni. Also, the story is less than straightforward. Political machinations and the way Shiro and the mission are used by the government to further their own war plans requires some concentration. This is not a half-hour girls 'n' guns OAV. But those prepared to put in the two-hours plus watching time will not be disappointed. This film is a class act.

● Wil Overton



5 out of 5

VIDEO DIARY

MANGA VIDEO
All tapes released 6 March
NINJA SCROLL
MACROSS PLUS Part 1
THE GUYVER Part 12 (last episode)
LEGEND OF THE FOUR KINGS
Chapters 3 & 4

ANIME PROJECTS
All tapes released in March
OH MY GODDESS! Vol 1
BUBBLEGUM CRISIS Vol 1 (dubbed)

WESTERN CONNECTION
Released 27 February
DEVIL HUNTER YOKO Vol 2
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NEWSLINE

One of the videos we've been waiting for this month...

Well, there are plenty of new titles this month to keep all you die-hard fans penniless. Highlights for Irresponsible Pictures include *Macross Plus* (complete with computer graphics), *The Pet Hunter* (?), *Plastic Little* and, after a long wait, *Oh My Goddess!* from Anime Projects. All of which we'll be reviewing in the next issue.

An interesting release from Western Connection is *Salamander*. What may seem like just another standard sci-fi adventure, does, in fact, have an interesting pedigree. The OAV is based on an old Konami video game, although you'd be hard put to realise it, and the character designs were by Haruhiko (*Macross II*, *Gunbuster*) Mikimoto no less. All facts that seem to have been passed by by distributor Western Connection. Surely a missed marketing opportunity?

Do you remember *Marine Boy*? For many older fans he was their first taste of Japanese animation. First broadcast in the US in 1966, the series ran for 76 episodes!

Although no one has seen fit to grace us with a video release yet, Kiseki Films are still catering to those with a taste for classic anime. Both *Starblazers* (originally *Space Cruiser Yamato*) and *Robotech* (the infamous American mix of *Macross*, *Southern Cross* and *Mospeada*) are still rolling along quite happily and are both up to their 4th volumes this month. They may not have the glitz of the newer OAVs but their involving storylines still make them both good collections.

FINAL FANTASY FORUM

A Mode 7 special

In the first of a new series of regular features, we attempt to explore the bizarre alternative worlds of Square.

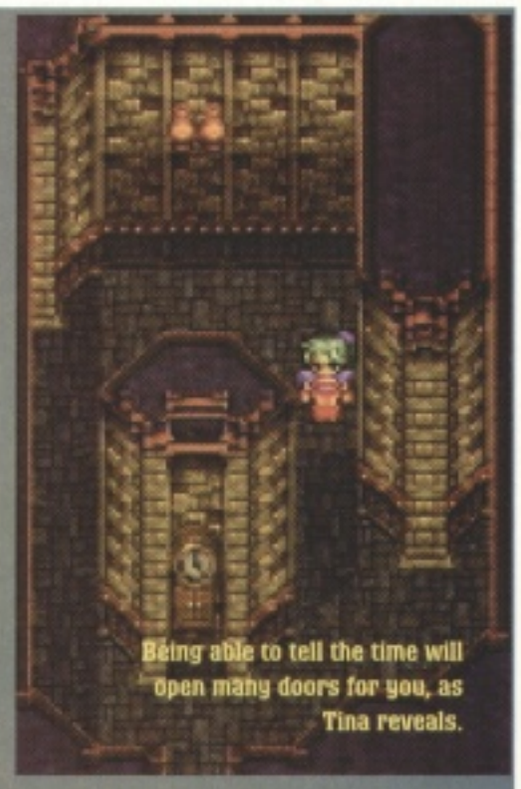
Widely acknowledged by many Mode 7 contributors as the best SNES game around at the moment, it seems that the third instalment in the *Final Fantasy* series has got you all sweaty-palmed and excited. A game of such enormous proportions isn't easily tipped by one single player's guide, but in response to your queries and demands – which continue to clog up the *Super Play* pigeonhole on a daily basis – we thought we'd try something a little different. Welcome to the *Final Fantasy Forum*, a potentially regular column where we'll endeavour to cover all aspects of this incredible series in a caring, sharing, touchy-feely kind of way. We want to help if you have a problem or a question. We're also looking for your tips, opinions, advice, ideas, even your artwork if you're so inclined. We're also interested in other Square games and we'll be running competitions to win merchandise and music CDs in future issues. Thanks this month go out to Anne du Chatinier and Dennis Kaptein from the Netherlands, Alex Corson from Liverpool, and Robert Schmitz of Shining Forth. If anyone else out there has any highly desirable info regarding this game then we want to hear from you.

Hints and Tips

Game advice is our priority, of course, and we have plenty to kick off with. First up is a secret item that can be found in the village with the wounded soldier. Deliver the soldier's letter for him (the village contains a carrier pigeon postal service – you can even talk to the pigeons, if you wish!) and keep going back and repeating the process. In the end he will say thank you and give you a rare relic called Tintinabar which recovers your HP with each step you take.

If you want to open the locked door of the treasure room at the Imperial base, then you must go to Vector. Before the banquet with the Emperor he asks you to talk to as many people as you possibly can. If you talk to everyone within four minutes, then you will be allowed through the locked door to get the stuff in the room.

We tried not to give too much away before, but some of you are still getting stuck at the clock in Zozo. What's important to bear in mind here is that Zozo is thick with lying thieves (is Square making some social comment with those tall urban tower block residences?) and everyone you speak to in town will tell you the opposite of what is true. For this reason nobody will openly reveal to you the correct settings for the clock, but if you're told that it should be set at 20 past the hour, then you can rule out that option. Speak to everyone you can find and make a note. This way you'll eventually narrow down the setting time from hundreds of possibilities to just a handful. Trial and error will see you clear.



Being able to tell the time will open many doors for you, as Tina reveals.

Siegfried: why did he give up veterinary practice to fight in the Coliseum?

PROFILES

Accompanied by a theme that wouldn't be out of place in Sergio Leone's *The Man With No Name*, Shadow and his dog Interceptor make an ambiguous and threatening pair. To find this professional assassin in the second half of the game, you'll need to select WAIT when the floating island threatens to fall to earth. It may seem like a foolish decision when the island is cracking up beneath you, but you have just enough time to hang on for a wounded Shadow before jumping to your airship.

FINAL CHALLENGE

And now to some questions, with which we need your help. Our first speaks of a monster hidden in a square wood on an island on the eastern side of the map. The Intangir is supposedly more solid than a British Rail crusty cob and Anne reckons it has infinite HP, but personally we don't think so. However, Anne is most probably right in her assumption that some cool secret item is yours, should you defeat it. Anne says that the only way she can inflict any substantial damage upon it is to use the Moogle's Earth Blues (Sonic Boom) when it's still sleeping. If anyone can beat the Intangir then we want to know, so get that cart out and join the monster hunt.

If you visit the Coliseum, you're likely to bump into Siegfried, who claims that an imposter has been taking his place. It's never really explained further, so, can anybody fill us in on the story behind this odd character, who first appears to reclaim his treasure on the Ghost Train?

COMING SOON

Our man in the East will soon be interviewing the designers and developers at Square's Japanese HQ: what questions would you like to put to them? For this and any other roleplaying periphery, write to us at Final Fantasy Forum, *Super Play*, Future Publishing Ltd., 30 Monmouth Street, Bath, Avon BA1 2BW.

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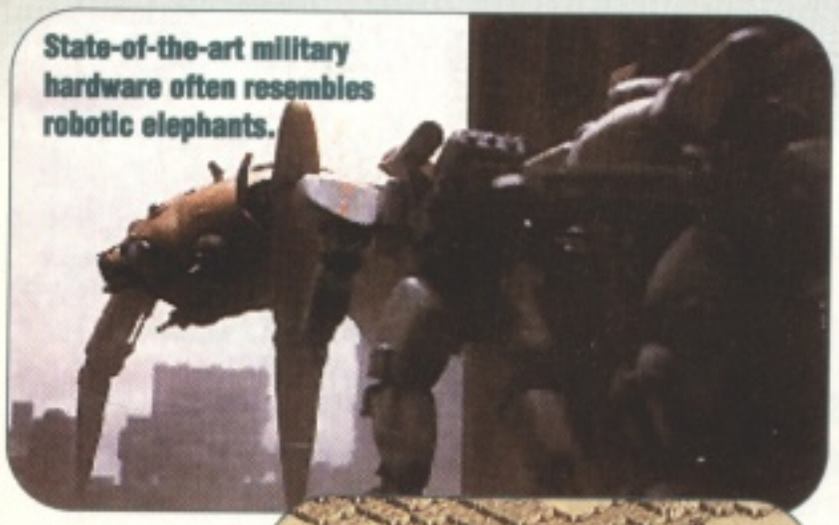
SUPER PLAY ISSUE 31 ON SALE THURSDAY, 6 APRIL 1995

FRONT MISSION

The mercenary forces of two superpowers come head to head on the Pacific island of Huffman. As the skirmish between the Oceania Community Union and the United States of the New Continent escalates, the fate of millions hangs on the actions of a few battle-weary pilots. Have you got what it takes to command a division of state-of-the-art mobile suits?



State-of-the-art military hardware often resembles robotic elephants.

In a unique *Super Play* feature, we investigate the latest game from the makers of *Secret of Mana*. *Front Mission* promises 24 pulsating megabits of military assignments, strategy, role-playing and unrivalled graphics. Not to mention the finest selection of next-gen military hardware since *Cybernator*.

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We'll be stepping in to suss out how to help this motley crew save the world.

DIRT RACER SFX

The next big Super FX game is almost here – hush, you can almost hear its turbo-charged engine ticking over. 3D, or 2CV? That is the question. We take Elite's *Dirt Racer* firmly by the wheel and give it a spin around the estate. Does it hug the tarmac like a dream? Or does it suck the gravel like an aquarium fish?

Does it have any dirt on it

JUNGLE STRIKE

Will *Jungle Strike* hit the mark?

This time, the war is right on your own doorstep. Er, as long as you live in Washington DC, that is. We power up the rotor blades on Gremlin's conversion of the classic copter sim.

Recon the LZ for for our reviewer's coloured smoke flares.

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AND COMING SOON

Our man in Japan confronts the big names behind Nintendo at their Kyoto headquarters. What are their plans for the future, and what does this mean for Super Nintendo owners today?

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THE SUPER QUIZ ANSWERS

Think you can do any better? Then don't sit there complaining, prove it! Send your questions to the Editor and, if they're good enough, we'll use them to tax the hive-like group mind of the *Super Play* readership.

EASY

1. *TJ Combo*.
2. Sauron.
3. Konami.

MEDIUM

1. Etch-a-sketch.
2. Chris Carter.
3. *Superman*, as in *The Death* and *Return of*.

HARD

1. Work hard, but in the end it is in heaven's hands.
2. The Snatchers.
3. Pierce Brosnan, famous for *Remington Steele*, will be playing James Bond in the forthcoming movie (and Nintendo of America licensed game) entitled *Goldeneye*.

More next month. Don't miss it!

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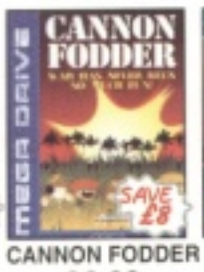
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